

May - Volume 12, No 5

* \$4.95 (NZ \$7 inc. GST)

NDD



Australian Commodore &

AMIGA

For Professional and Home Users

Review

**APRIL 21st
AMIGA
BOUGHT!**

**SCSI for
your A1200**

**Directory
Opus 5**

**Commodore
auction update**

**Instant
textures with
Essence**

ORLANDO
CARRINGTON
EXTRA
champagne
BRUT
PRODUCT OF AUSTRALIA

* Recommended Retail Price



SigmaCom

AMIGA MULTIMEDIA SPECIALISTS

AVAILABLE & WANTED
A1200, A2000, A3000
A4000 - Call

OPEN
MON-FRI 9AM - 5PM
SAT 10AM - 4PM

Free Delivery Australia Wide!

AMIGA HARD DRIVES

Fast SCSI-2 Drives

360Mb FAST SCSI-2	\$399
730Mb FAST SCSI-2	\$499
1.08Gb FAST SCSI-2	\$995
1.44Gb FAST SCSI-2	\$1449
2.1Gb FAST SCSI-2	\$1699

IDE Drives for A4000

428Mb IDE	\$299
850Mb IDE	\$499
1Gb IDE	\$649
1.2Gb IDE	\$899

IDE Drives for A1200

40Mb 2.5" IDE	\$199
170Mb 2.5" IDE	\$299
260Mb 2.5" IDE	\$369
340Mb 2.5" IDE	\$469
524Mb 2.5" IDE	\$649

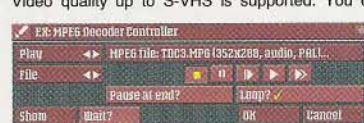
Syquest Removable Hard Drives

Syquest 88Mb int. 5.25"	\$499
Syquest 105Mb int. 3.5"	\$449
Syquest 270Mb int. 3.5"	\$649
44Mb Syquest Cartridge	\$129
88Mb Syquest Cartridge	\$109
105Mb Syquest Cartridge	\$109
270Mb Syquest Cartridge	\$129
250Mb Tape Cartridge	\$59

SCALA MPEG CARD MD100

Your SCALA presentations can now include full Digital MPEG Video. CDI and VIDEO-CD also supported

Now you can include Digital Video in your SCALA presentations. The MD100 MPEG-1 card allows playback of 24bit, 25 fps video with 16bit stereo sound. Video quality up to S-VHS is supported. You can playback video from any



Amiga partition or from an MPEG CD-ROM drive. Now you can play-back all the MPEG Movie titles and reference titles on you A2000, A3000 and A4000. If you put the MD100 card in

an A3000 or A4000, You can genlock on top of the MPEG video playback. The MD100 also features RGB, Composite and Y/C outs.



With the MD100 comes the MPEG Encoder. This allows you to convert anims or grabbed IFF's into MPEG video streams for real-time playback in 24bit colour.

HIGH DENSITY FLOPPIES



NEW - NEW - NEW - NEW - NEW
High Density Floppy Drives for all Amigas. All you need is WB 2.0.
1.76M Amiga disks, or 1.44M PC disks.

Internal for A4000 (Slimline version) **\$249**
External for All Amigas **\$199**

A3000 ZIP RAM

We have limited stocks of A3000 Static column Ram - **\$Call**

NEW AMIGA TOWER SYSTEMS



A1200T
3 x 5.25" Drive bays.
5 x 3.5" Drive bays.
Real time clock.
5 x Zorro slots.
4 x PC slots.
PC Keyboard interface.



A4000T
6 x 5.25" Drive bays.
5 x 3.5" Drive bays.
7 x Zorro slots.
5 x PC slots.
1 x Video slot.
230watt PSU.

At last we have Tower case systems and Zorro slot expansion available for the Amiga 1200 and Amiga 4000.



\$Call

\$Call

HIGH SPEED MODEMS

Maestro 28.8k \$499 Maestro 14.4k \$399

FAX and DATA modems.
Includes GPFax Software.

LIGHTWAVE 3D - PAL EPSON STYLUS COLOR



LightWave VIDEOS



\$899

The BEST Amiga colour printer by far! The print quality is fantastic. No other colour printer comes close, for the same price!

SOFTWARE SPECIALS FOR MAY



Brilliance V2	\$99
PageStream V3	\$399
Pro Draw V3	\$149
Imagine V3	\$459
Cine Morph	\$49
Wordworth V3.1	\$149
Disk Expander	\$79
Power Copy	\$39
Datastore	\$119



Directory Opus
Version 5
NOW SHIPPING

\$129



AMIGA OS 3.1

A500
A2000
A3000
A4000

\$Call

CD-ROM DRIVES



NEC
CDR-25

External Portable - Single Spin
Single Session - No Caddy!
FREE Driver Software

\$299

SONY
CDU-55Se

External - Double Spin
Multi Session - No Caddy!
MPEG & CDI Compliant

\$599

SONY
CDU-55Si

Internal - Double Spin
Multi Session - No Caddy!
MPEG & CDI Compliant

\$499



NEW NEC QUAD SPIN CD-ROM DRIVES 600k/sec - PRICE CRASH - \$CALL

ELECTRONIC DESIGN - VIDEO



ED Neptun Genlock

\$1199

ED Y/C Genlock

\$699

ED TBC Enhancer

\$1699

TURBO CHARGE YOUR A1200



NEW FROM DKB

DKB Cobra - 40MHz '030

40MHz 68030

Up to 64 Meg of RAM

Space for 68882 FPU

Connector for SCSI II module

Real-Time Clock

\$699

SPECIAL - Cobra 40MHz '030 + 4Meg RAM

DKB Mongoose - 50MHz '030 50MHz 68882



NEW FROM DKB

50MHz 68030

50MHz 68882

Up to 64 Meg of RAM

Connector for SCSI-2 module

Real-Time Clock

\$899

SPECIAL - Mongoose 50MHz '030 50MHz '882 4Meg RAM

NEW Turbo Accelerator Memory Expansion
Card For Your Amiga 1200 from DKB



\$549

- True 32-Bit Fast RAM access.
- 28MHz 68030 CPU.
- Faster than A3000.
- SIMM's supported 2 - 32 MB.
- Support for 68881 & 68882.
- RealTime clock/calendar
- 100% A1200 compatible.

POWER CD-ROM FOR A1200



\$649

Affordable SCSI CD-ROM
for your A1200

CD32 Emulation

The new double speed Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI interface, allowing up to six additional peripherals to be connected, for example: Syquest Drives, Hard Drives, Flatbed Scanners and DAT Drives. What's more the Power CD-ROM features a "Hot-Plug" and "Un-Plug" even when your Amiga is switched on.

SQUIRREL SCSI FOR A1200



\$169

PCMCIA SCSI Interface
For your A1200/600

Fast PCMCIA SCSI interface for your Amiga 1200 and 600. Supports "Hot-Plug" and "Un-Plug" Supports up to 7 SCSI-I and SCSI-II devices.

TURBO CHARGE YOUR A4000



Warp Engine

The Warp Engine is the only A4000 Accelerator that offers on-board SCSI-2, 128 Meg RAM capacity and 40MHz 68040 performance. The Warp uses standard 72 pin SIMM's in any combination. Also for A3000(T)

\$2299



GVP G-Force

The G-Force offers 40MHz 68040 performance at an unbeatable price. Space for 32 Meg fast 60ns RAM on-board with an optional 128 Meg RAM card. Also suits A3000(T).

\$1649



Now works
in A3000
Commodore
68040

Second hand Commodore 25MHz 68040 board for your A4000/030. 19 MIPS! at a special price.

\$599



Sigmacom

We Accept BankCard, Visa, MasterCard, AMEX, & AGC Credit.

OPEN Mon-Fri 9AM-5PM SAT 10AM-4PM

Online Ordering - Call Labyrinth BBS (02) 580 5881

(02) 524 9846

MOBILE: (018) 25 7471

FAX: (02) 540 4554

Suite 17, 20-24 Gibbs Street
Miranda NSW Australia 2228



Put your Amiga in its Place!

with Professional DeskTop Video products from SigmaCom.



The Personal Animation Recorder is shaping up to be one of the most powerful and popular Digital Video cards for the Amiga.

Its quality has passed the broadcast test at many of Australia's commercial television networks. By now I'm sure you have seen the PAR output on television, but not know you've been watching it!

Many of our clients are using the PAR with 3D rendering packages such as Lightwave to produce TV commercials, Music videos and much, much more.

Here are some of the reasons the PAR has become so popular :-

- Broadcast resolution output
- Real time 25fps Playback of video
- Full 24Bit Colour
- Component output (Betacam® MII®)
- Y/C output (S-VHS® Hi8®)
- Composite Video output
- Interface with any Amiga graphics s/w

With the Capture board you add even more versatility :-

- Real time 25fps Capture of live video
- Component input (Betacam® MII®)
- Y/C input (S-VHS® Hi8®)
- Composite Video input



SUNRIZE OFFERS DIGITAL AUDIO TO PAR USERS

With the range of Digital Audio cards from SunRize you can add 8 Tracks of non-linear audio to your PAR Digital video. Lock it all together with SMPTE timecode for perfect, frame accurate, video and audio synchronisation.

There are two versions of the cards available. The AD1012, a 12bit, 4 track record and playback card. Also the AD516, a 16bit stereo version with sample rates up to 48KHz. The AD516 also has 8 Track record and playback capability.

Both cards work with the powerful Studio16 V3.01 software. Drag and drop, timeline editing, real time fades and cross fades. True broadcast audio excellence for your Amiga.



Here at last.... an affordable, broadcast quality non-linear editing system has finally arrived in the form of V-Lab Motion!

Its a fully functional non-linear editor and real time 24-bit animation recorder with audio support via the Toccata 16 bit stereo sampler card.

Full time line edit control with A/B roll type interfades and wipes. Also keying and "Blue Box" effects.

V-Lab Motion was "product of the year" in AMIGA PLUS (Germany) as well as a "Perfect 10" an AMIGA COMPUTING First.

Here are some of the features of the V-Lab motion system :-

- Outstanding quality non-linear editor
- 16 bit audio with the Toccata
- Complete AReXX support
- Comprehensive digital effects
- Digital character generator
- Chroma keying for "Blue Box" FX
- Composite & Y/C inputs
- Composite & Y/C outputs
- Freely adjustable data rates
- Optional Component in/outputs
- Powerful Movie Shop Software
- Time Line & Hierarchical editing
- Use as animation recorder
- \$ 2788 for V-Lab Motion
- \$ 869 for Toccata

"The V-Lab Motion system will blow your socks off!"

-- Michael Ricks, Producer/Director
-- SUNSTONE PICTURES, Phoenix, Arizona

SCALA MM400

This latest upgrade to SCALA adds multi-platform support with the addition of the File format EX's, New text wipes, better anti-aliasing of text, X/Y font scaling and more. New EX's for the Neptune genlock are also included in this new upgrade.



SigmaCom

**All systems on display
Call for a Demo**

(02) 524 9846

**FAX: (02) 540 4554
MOBILE: (018) 25 7471**

Features

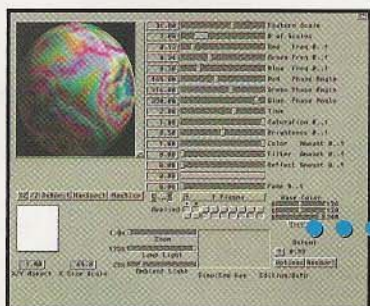


27 Essence and Forge

A billion different textures from nowhere.

32 Making Multimedia

Super powered authoring made easy.



21 Directory Opus 5

It's here and it's HOT!

72 Final Data

Another unusual Amiga database reviewed.

Articles



10 Boot CDs on A1200

Run CD32 games on your Amiga A1200... no fuss.

12 SCSI for A1200s

Adding SCSI to your A1200 without opening the trapdoor.

15 What's hot on CD?

Two more funky CD ROMs for your Amiga

24 PC Task 3.1

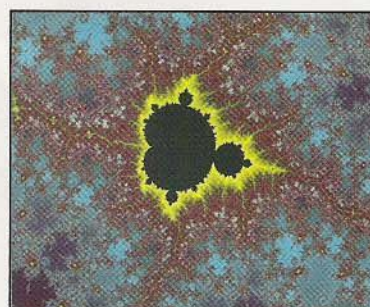
The best PC emulator gets a wax and polish.

36 SPECIAL PREVIEW

We check out the new DIGITA Organiser now in ALPHA

51 The Final Word

We review Prentice Hall's Illustrated Dictionary of Computing - 2nd Edition.



Cover created by Jarrod Pudsey
Image: 1500 x 2000
Program: Essence and Lightwave
Machine: A4000/040/40MHz

Regulars

- 4 Notepad
- 8 Editorial
- 17 Letters
- 18 Media Watch
- 19 Help Line
- 26 Online
- 41 ZedREXX
- 48 Subscribe
- 53 Hot PD
- 58 Reader Classifieds
- 63 Back Issues
- 65 Entertainment
- 66 Marketplace
- 74 Art Gallery
- 80 Ad Index

IMPORTANT READER SURVEY

turn to page 57 NOW

Latest CD32 and A1200 games on page 65

Cheap A500 accelerator

► Amiga 500 owners looking for more speed for less money will be interested to hear about the A500 Turbo 68020i, which gives the 500 the same processing power as an Amiga 1200.

You get a 14MHz 68020 CPU and a 68881 maths co-processor (the A1200 has a socket for a 68881, but the standard Australian model left it empty), and the accelerator plugs into the 68000 socket, with the old chip plugging into the new board so you can drop back to 68000 to get badly written programs running.

The A500 Turbo 68020i has a single SIMM socket for standard 1Mb or 4Mb SIMM modules, and doesn't work without the extra RAM plugged in - which is fine, because accelerators have to have 32 bit RAM to do any real speed anyway. Without any RAM, it's currently available at an introductory price of \$215 - not bad, when you realise that a 4Mb SIMM to match will set you back around the \$250 mark.

Contact Image Domain on (07) 852 2720 for more information.

Adelaide Amiga group offers free trial

► Your first three visits to a meeting of the Adelaide Amiga User Group are free; if you want to join it only costs \$20 a year plus \$2 entrance for the whole family.

The club is Amiga only, and has the usual help and expert advice, product demonstrations and discount merchandise.

Club meetings are every Monday night except public holidays, with doors opening at 7:30PM and the meeting starting at 8PM. The venue is the library at Mawson High School, Colton Avenue, Hove.

There's also a Northern meeting on the 2nd and 4th Friday of each month, also starting at 7:30 and held at the Salvation Army Hall, corner Maxwell and Jennifer Crescents, Ingle Farm.

For more information, contact Mark Johnson on (08) 370 9107.

Green disks

► When software companies put their products on disks, they want good ones. If they use dodgy disks, they'll have to send out replacements to irritated customers. In fact, the software companies use the very best disks, ones that score higher in the certification tests than the premium brand disks consumers can buy.

But what happens to the large numbers of disks in packages that aren't sold? They used to be junked - a huge waste of top grade disks that had only been written to once. GreenDisk is a US company that noticed this, and started recycling the disks, putting new labels on them which say in small print "Printed on recycled paper (of course!)" and distributing them in herbal looking recycled cardboard boxes.

In small quantities, the GreenDisk prices are steep - \$24.90 for ten IBM formatted high density disks. But once you start getting into larger quantities they get a lot more reasonable. Fifty double densities, IBM formatted but fine for Amiga use, cost \$1.70 a disk including tax. Now, this is more than twice the price of no name disks in the same quantity, but you're getting top grade disks, ideal for backups or small scale software distribution. One hundred double density disks cost \$1.55 each, and it drops to \$1.20 each for quantities of 1000 or more. Even if you ignore the environmental friendliness, these are good prices for top grade disks.

Contact Greenworld Office Products on (03) 796 2413 for more information.

Studio 2

Amiga Review recently ran an article on the excellent STUDIO 2 print package, but we neglected to put the contact details on the end. STUDIO 2's available from GSOFT on (08) 284 1266.

GVP in trouble

► Great Valley Products, makers of fine Amiga hardware for a very long time, have been hit hard by the continuing Commodore confusion. So hard, in fact, that they're reported to be closing their doors at the end of April. This doesn't mean the GVP team will vanish in a puff of smoke, of course, and doesn't even necessarily mean current product lines will die - it's rumoured that a new company may be purchasing the intellectual property rights to GVP products and taking up the torch.

In any case, local GVP distributors Peripheral World have assured us that they'll be fulfilling their legal obligations

as regards warranty repairs on GVP products and also doing non-warranty repairs, since the GVP service department has been taken over by the two most senior technicians and turned into a new company.

Custom GVP SIMMs will also still be available, as they were made for GVP by another company that will keep on making them as long as people want to buy them.

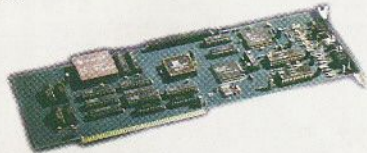
So while it's sad to see a stalwart of the Amiga industry topple, it doesn't look as if GVP's going to hit the ground too hard.

Contact Peripheral World on (03) 725 3233 for more information.

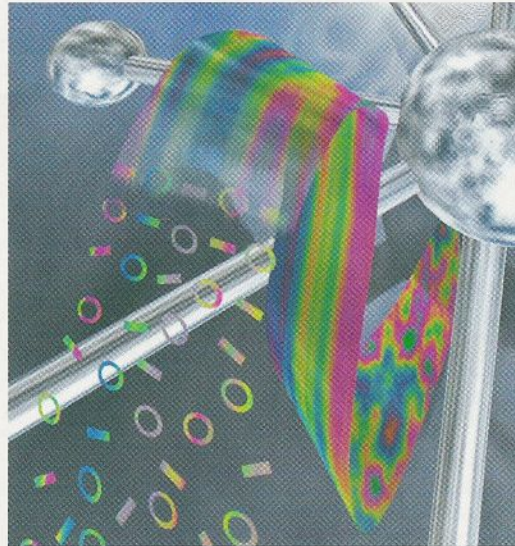
Turn your Amiga into a video editing suite

NO FUSS, INSTANT ACCESS, DIGITAL VIDEO EDITING

Capture VHS or SVHS (Y/C) video, complete with stereo sound - then edit, cut, paste and immediately view or add special effects, titles and more . . .



VLAB MOTION TOCCATA \$2770 \$810
... works on A2000/3000/4000
(Just add a fast SCSI hard drive)



"The ultimate desktop video solution."

FOR INFORMATION CALL
TV Graphics
(03) 521 2455 TEL
(03) 521 3945 FAX

COMING SOON: DRACO AMIGA COMPATIBLE - '060/RISC

DirWork 2

The incredible, graphical, audible, configurable, affordable & unbeatable Amiga Directory Utility.



Upgrade to **DirWork™ 2.1** - the outstanding directory utility that you can configure for whatever look and functionality you need - from any Directory OPUS version (even the Amiga Format coverdisk) for just \$50.00 and you will:

- Save \$39.00 on the recommended **DirWork™** retail price.
- Save \$18.00 on the Directory OPUS 5 upgrade price.
- Save on RAM and drive space with the most efficient high performance Directory Utility.
- Own a totally Australian designed, developed and supported, internationally acclaimed software product.
- Receive your copy of **DirWork™ 2.1** complete with comprehensive reference manual and free technical support.

DirOPUS Upgrade Offer

Upgrades from Directory OPUS to **DirWork™ 2.1** (suits any Amiga models) available exclusively from:

Computer Affair

337 Penshurst St, Willoughby, NSW 2068
Tel. (02) 417 5155 Fax (02) 417 5542

Quasar Distribution

P.O. Box 188, Southland, VIC 3192
Tel. (03) 583 8806 Fax (03) 585 1074

MVB Computer Supplies

506-508 Dorset Road, Croydon, VIC 3136
Tel. (03) 725 6255 Fax (03) 725 6766

The trademarks and company names used in this advertisement are acknowledged to be the property of their respective owners. Quasar Distribution is a division of Mithril Press Pty. Ltd. A.C.N. 068 255 141

Hard Disk Mechanisms

Quantum Drives:

- 270MB SCSI \$ 349-
- Lightning 540MB SCSI \$ 449-
- Lightning 730MB SCSI \$ 489-
- Empire 1.08GB SCSI \$ 999-

A4000 Seagate IDE Drives:

- 428MB 14ms 120K cache \$ 329-
- 545MB 12ms 120K cache \$ 369-
- 850MB 12ms 256K cache \$ 479-

A1200 Seagate 2.5" IDE Drives:

- 160 MB \$ 299-
- 260 MB \$ 379-
- 340 MB \$ 469-

Accelerators & RAM Expansion

A500/600:

- A500 512k RAM Expansion \$ 49-
- A600 1MB RAM Expansion From \$ 125-
- A600 16bit PCMCIA Credit Card RAM 2MB \$ 249-
- A600 16bit PCMCIA Credit Card RAM 4MB \$ 399-

A1200:

- GVP A1230 II/030/50MHz with 4MB \$ 949-
- GVP A1230 II 40MHz Co-Pro *Special* SCALL
- GVP A1230 II 50MHz Co-Pro *Special* SCALL
- GVP A1291 (Suit A1230 II) \$ 159-

A2000:

- Oktagon SCSI (up to 8MB RAM) \$ 299-

A4000:

- DKB 4091 SCSI-II Expansion Card \$ 549-
- Commodore 25MHz '040 Card (as traded) \$ 599-
- GVP 40MHz '040 4 MB 32bit RAM \$1699-
- Warp Engine 040 40MHz \$2299-

A500/A2000 Chip RAM Expansion:

- DKB MegaChip board \$ 339-



**Amiga 1200
Accelerator
Products**

- 1202, no Co-Pro, 0MB \$ 189-
- 1202, 68882 @ 20MHz, 0MB \$ 229-
- 1202, 68882 @ 33MHz, 0MB \$ 275-
- Cobra '030MMU 28MHZ \$ 299-
- no Co-Pro, 0MB
- Cobra '030EC 40MHz \$ 449-
- no Co-Pro, 0MB
- Mongoose '030MMU 50MHz \$ 699-
- 50MHz 68882, 0MB
- SCSI-II Option for Cobra & Mongoose \$ 195-
- RAM purchased with the above DKB products
- 4MB 32 bit RAM \$ 250-
- 8MB 32 bit RAM \$ 500-

PRODUCTIVITY SOFTWARE

Adorage AGA	\$195.00	Humanoid (Lightwave)	\$259.00
Amiback 2.0 Plus Tools Bundle	\$119.00	ImageFX V2.0	\$399.00
Anim Workshop	<i>Special</i> \$ 49.00	Imagemaster R/T 1.0	<i>Special</i> \$ 99.00
Anim Workshop V2	<i>Special</i> \$119.00	Imagine 3 PAL	<i>Special</i> \$269.00
Art Department Pro 2.5	\$259.00	Light Rave 3.1	<i>Clearance</i> \$199.00
ADPro: Epson Scanner Driver	\$175.00	Light Wave 3D 3.5	\$899.00
Bars and Pipes Professional V2.5	\$389.00	Magic Lantern II	\$139.00
Brilliance V2	\$ 99.00	Maxon Magic	\$ 69.00
Calagari 24	<i>Special</i> \$249.00	Multilayer for ADPro	\$139.00
Cinemorph	<i>Special</i> \$ 50.00	Multilayer for ImageFX	\$139.00
Clarissa V1.1	\$195.00	Money Matters V3	\$ 99.00
CrossMAC	\$179.00	Morphus for Imagine	<i>Clearance</i> \$ 79.95
Cygnus Ed Pro V3.5	\$109.00	Morph Plus	\$175.00
Datastore	\$109.00	OS 3.1 Kits	\$CALL
Deluxe Music V2	\$139.00	PC-Task 3.1	\$119.00
Deluxe Paint V	\$ 95.00	PageStream 3.0g	\$399.00
DICE 3.0	\$199.00	Panorama V3	<i>Special</i> \$ 59.95
DirWork 2.1	\$ 84.95	Pegger V2 JPEG Utility	\$ 99.00
Directory Opus V5	\$119.00	Pen Pal 1.5	\$ 79.00
Disk Expander	\$ 66.95	Personal Paint 6.1	\$ 99.00
Distant Suns V5	\$ 84.95	Photogenics	\$129.00
DTU IOQ 1.0	\$ 94.95	Playmation	<i>Clearance</i> \$199.00
Easy Ledgers 2	\$399.00	Power Copy V3.03a	\$ 39.95
Essence II	\$129.00	SAS C/C++ V6	\$349.00
Final Copy II Release 2	\$119.00	SCALA MM400	\$449.00
Final Data	\$119.00	Scenery Animator V4	\$ 99.95
Final Writer Release 3	\$169.00	Sparks 2.173	\$199.00
GameSmith	\$189.00	Studio II (Printer Drivers)	\$ 99.00
Gigamem 3.12	\$ 99.00	Superbase Personal 4	\$189.00
Helm 1.66	\$149.00	Superbase Pro V1.3	\$325.00
HiSoft Basic 2.0	\$149.00	TV Paint Pro 2.0	\$359.00
HiSoft DevPac 3	\$139.00	Typesmith V2.5	\$199.00
HiSoft Pascal	\$199.00	Vista Pro 3	\$ 99.95
Hollywood FX	\$279.00	Wordworth V2	\$ 49.00
Hollywood FX Lite	\$ 79.00	Wordworth V3.1	\$139.00

This list is not exhaustive. Please phone for any titles not listed.

Epson Stylus Colour Printer



- 720 x 720 DPI.
- Auto sheet feeder allows 70 sheets to be preloaded.
- Print capacity of 1.2 million characters (colour) or 670 sheets (colour at 5% duty A4 at 360 DPI based on supplied driver)
- Allows envelope printing

\$899-

Stylus Consumables

Black Cartridge	\$ 43.95	Colour Cartridge	\$ 89.95
360 DPI Paper /200 sheets	\$ 43.95	720 DPI Paper /200 sheets	\$ 49.95
Transparencies / 50	\$115.00		



CD-ROM SLAUGHTER

- NEC CDR-25 \$299-
- External single spin
- SONY CDU 55S \$369-
- Internal 2.4x spin
- SONY CDU 55S \$519-
- External 2.4x spin



MVB

Computer Supplies

Dedicated to the Amiga & its Customers!

Pty. Ltd.

The AMIGA Specialists !

Ample Free On-Site Parking

**506 - 508
Croydon,**

Melway Ref. Page 51 A8

POWER CD-ROM

This new double speed CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional peripherals to be connected including SyQuest Drives, Hard Drives, Flatbed Scanners and DAT Drives. What's more the Power CD-ROM features a "Hot-plug" and "un-plug" which allows you to connect/disconnect the Power CD-ROM and any additional devices at any time, even when your Amiga is turned on.



Only \$649.00*

* includes FREE AmiNET 5 CD

CD³² Keyboards

Sick of struggling through hundreds of keypad combinations with CD³² games like Gunship 2000? The solution is at hand with these brand new keyboards adapted for use with the CD³². These keyboards are also compatible with the Amiga 4000.

Only \$49.95



Power 3.5" High Density External Floppy Drive

Only \$199.-

Internal Floppy Drives

Need a replacement internal floppy drive to suit your A500 or A1200? Our drives are simple to install in a matter of minutes and are backed by a full 12 months warranty. Best of all, at these prices you can afford a spare.

- A1200 Internal Drive \$ 99.00
- A500 Internal Drive \$139.00

Amiga Bargain Pack

This superb pack contains:

- Deluxe Paint IV AGA
- WordWorth AGA
- Digita Print Manager
- Dennis (AGA Game)
- Oscar (AGA Game)

Available Now \$59.00



Only \$135.-

Includes CD32 Compatibility

Squirrel SCSI A600/1200

Named after the famous storage-hungry animal, the Squirrel SCSI 2 interface simply plugs into your PCMCIA slot and allows you connect up to 7 SCSI devices to your A1200 or A600. The Squirrel comes complete with a host of useful SCSI programs and easy to use SCSI drive mounting software. Fully tested with a wide range of SCSI-I and SCSI-II peripherals, the Squirrel supports data transfer speed of 1.2MB/s on a standard 1200 and reaches an incredible 3MB/s with a 68030 accelerated A1200.

Amiga CD-ROMs

- AmiNET 5 \$ 29.95
- AmiNET Set 1 \$ 69.95
- PhotoworX \$ 99.00
- GoldFish Volume 2 \$ 39.95
- Groliers Encyclopedia \$ 99.00
- Publishers Comp. 3 \$ 24.95
- Syndesis 3D-ROM II \$129.00

Compare our prices!

Genuine Amiga Mice

Replace your old worn out mouse with a genuine Amiga mouse. This micro-switched mouse is compatible with all Amiga models.

The Golden Image Optical Mouse is also available priced at just \$64.95

Only \$29.95



How to Order



"It's Easy"

We Accept

Cash, Cheque, Bankcard, Visa, Mastercard, Money Order or Direct Deposit. Please call for current freight charges.



How:

Phone, write, fax or come and see us in our showroom. Please include phone number when writing or faxing. All letters will be answered.

*Please do not send cash through the mail

*This Ad was produced entirely using Amigas

*All Prices Subject to Change Without Notice

Dorset Road, Ph: (03) 725 6255
Victoria 3136. Fax: (03) 725 6766

E & O E

Postal Address: P.O. Box 627, Croydon, Victoria 3136



ESCOM wins for now...

► Right now, April 20th is drawing to a close in the United States. News from the days auction has started to trickle in. This is the last page to go to the printer. Tonight, as the U.S. wakes up, there will be a court hearing to finalise the outcome. Unfortunately, Amiga Review couldn't wait any longer, so it's off to press with the best information we have so far.

The auction we hoped would be a battle between the two favourites, CEI and Commodore U.K., turned out to be something else. According to sources at the auction in New York last night, only two companies entered the bidding - ESCOM and DELL Computer. No one else made the required one million dollar deposit to enter the fray.

The Dell Computer bid was highest, however it was subject to allowing them time to study the technology patents. Not surprisingly, this request was declined and ESCOM's lower bid accepted. So, for now, ESCOM wins the auction. Is this the final chapter in the Commodore sale? At the court proceedings tomorrow, it is expected the ESCOM bid will be met with some serious objections. No one knows if any of these objections will stand. According to Jason Compton, of AMReport, the these objections include:-

1: The trustees of Commodore's various manufacturing companies (actually, this is the party known as the "Netherlands Trustees", who hold Commodore BV, Commodore Philippines BV, Commodore Manufacturing Contractor BV, and Commodore UK) object to the terms of the sale that allow the assets of their companies to be transferred to the bidder in the Commodore International

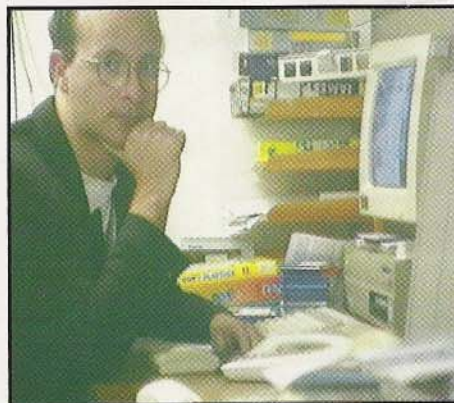
sale. In other words, they want to keep the Philippines assets and Commodore UK to themselves.

2: The creditors of Commodore Business Machines, Inc. (US) object to the terms that specify what the liquidator will do with the funds received: as it stands now, they feel that only the \$US1.75 million specified to be held in the US will ever get to them in any fraction, while the rest will be used by the C= International liquidator to pay his bills. They don't object to the sale itself, just the destination of the proceeds.

3: IBM says that on July 1, 1991, IBM and Commodore signed a rather broad-based agreement licensing their patents out to each other. Not all of them, but quite a few. Commodore's license from IBM ran out in 1993, when they stopped paying the bills. IBM's, so they claim, is paid in full. As such, they object to the sale of the patents they hold license to without their permission. IBM claims that their license cannot be dissolved by a liquidation sale.

So, the creditors don't like the legal boys getting all the money, the Netherlands gang don't want some liquidator on the other side of the planet dictating what happens to their companies, and IBM appear to be taking a shot in the dark. What happened to Commodore U.K. and CEI? Speculation in this office has revolved around deals done with ESCOM before the auction day - or other deals in the pipeline. By the time you read this there should be more news - if you can't wait for next month to get an update call our hotline on (02) 879 7455.

- By Andrew Farrell
Editor and Publisher



Publisher
Storm Front Studios

Editor
Andrew Farrell

Contributing Editor
Daniel Rutter

Art Director
Stuart Farrell

Production
Jeremy Earl

Advertising
Rachel Holthouse

Film and Imagesetting
Access Graphics

Printer
Hannanprint

Distribution
NDD

Subscription Hotline
1-800 252 879

PO BOX 288, Gladesville NSW 2111

CompuServe:
74431, 1224

Internet:

74431.1224@compuserve.com

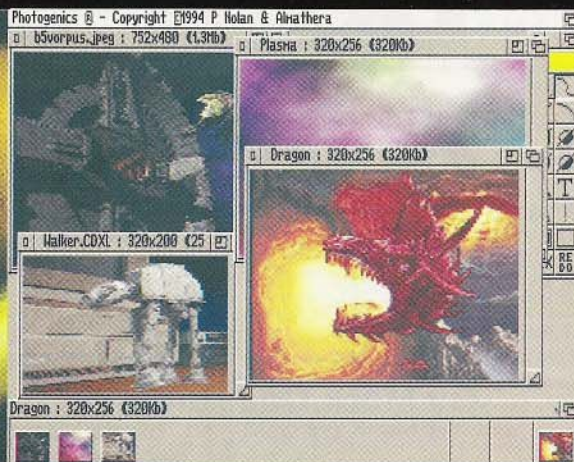
Editorial Advertising
tel: (02) 879 7455
fax: (02) 879 4236

All articles appearing in this publication are copyright.

24bit Image Manipulation Without a Graphics Card!



Spray on effects - including realistic air brush



Edit multiple images in resizable windows

Photogenics is a new professional paint package for AGA Amigas. Powerful features include drag and drop user interface, composing, spray on effects with a powerful undo, open architecture - write your own loaders/savers and paint modes, real time HAM8 colour display, and a full visual alpha channel - create and edit alpha like any other image. Natural paint tools include chalk, pastels, crayon, marker pen, felt tips, art pencils and much more. Some image processing effects include antique, blur, line art, monochrome, pixelize and rub through. **\$130 RRP**

Image formats available are IFF, GIF, JPEG, CDXL, Video Creator QuadAnim, RGBM and more!

Minimum requirement: 2Mb chip RAM, Kickstart 3.0 or higher, AGA chipset required for colour display. (A1200/4000, 4Mb RAM & HD rec.)

Huge stock of Amiga & CD32 titles

Amiga Software from \$9.95

CD32 Software from \$15.00



Hundreds of titles available



Don Quixote

PO Box 786, Toowoomba QLD 4350
Ph:(076) 391 578 Fax:(076) 320 195
Dealer enquiries welcome

We have the largest range of Amiga CD-ROM products in Australia and the largest range of Amiga games in Australia. Call us NOW to secure the latest games as well as the classic titles.

Boot CD32/CDTV discs on your Amiga

By Mark Cocquio

► Now that CD-ROM drives are getting cheap, many Amiga users are taking the plunge and going optical - especially owners of the most advanced Amigas, the AGA machines. This is great! Information and games unlimited at our fingertips! AGA galore! Unfortunately, though, some of the best AGA games are designed for the CD32, and getting them to work on an A1200 or A4000 can be a migraine-inducing experience.

The author of CDBoot decided something had to be done. After all, not everyone with a CD-ROM has a Zappo drive [see the review in the October 1994 issue - Ed].

CDBoot is a nifty little software package that fiddles with your startup sequence and adds a bit which lets you automatically boot a CD32 title.

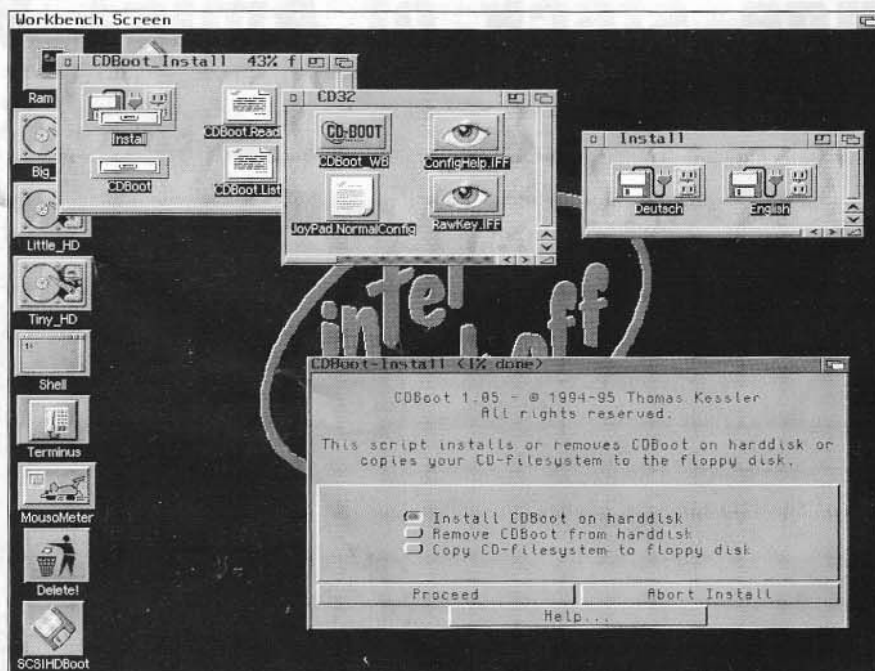
The software needed to do the CDBooting trick isn't that complex, and yes, you probably can set up something similar yourself if you're an Amiga guru. The big reason for you not to do this is that CDBoot does it better and far, FAR more easily. CDBoot also has quite a few bells and whistles, but more about them later.

Setting up

Installation is a breeze. It's all automatically done with Commodore's Installer. You have the choice of installing CDBoot to the boot partition, or removing a previous installation - which makes ex-

pert users rest easier. A third option allows you to create a boot floppy for CDs.

One minor concern is that the installer has no "beginner/ intermediate/expert" option; the stuff's going HERE and HERE and that's it.



Installing CDBoot is simplicity itself.

If you're a control freak, though, you can still fiddle the stuff to elsewhere, and there's always the uninstall option.

After installation, everything's set. If you boot with a bootable CD in the drive, a loud sound sample and a really funky requester greet you. You can boot from the CD or just continue normally - CDBoot doesn't do anything annoying like leave a screen or, even worse, a window open to mess up your startup.

Whichever option you pick, it works, and that's probably the nicest thing of all. If you often boot with bootable CDs in the drive but don't often want to boot them, you can set the menu to only come up if you're holding the mouse button down.

Trimmings

Among the various features of CDBoot is the ability to emulate a CD32 control pad with the keyboard and/or joystick. Every button on the CD32 controller can be tied to multiple keys, so for example you can define the red button to be fire on the joystick, key "R" and perhaps the "enter" key if you like.

You can also have a separate set of definitions for each title if you like, which are automatically recognised by CDBoot - but have to be created in a text editor. The process of modifying one config file into another is no great problem for anyone who's not a rank beginner; the config files contain a load of commented out instructions at the top.

CDBoot also comes with a workbench script for starting a CD, which works, but not as often as a straight boot.

CDBoot's manual tells you almost all you need to know. It mentions an appendix listing compatible games that isn't actually there, and there's no reference at all to

**"CDXL
animations
are played far too
slowly and the sound
is garbled."**

the Akiko chip - the major difference between the CD32 and the rest of the Amiga world.

CDBoot's box proudly boasts that "you can use more than 90% of CD32 games", and this seems right from my tests. The remaining 10% probably use the chunky-to-planar conversion that the Akiko chip performs, and which CDBoot doesn't emulate.

I tested out a few titles, with a high degree of success. Even on my ancient single-speed drive, Zool worked fine, as did a CD32 magazine cover disc. Alien Breed -

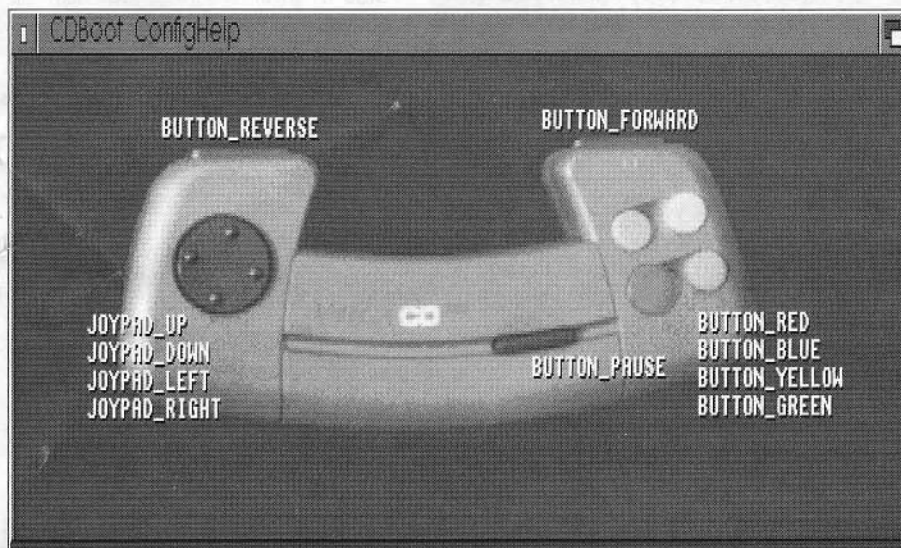
Tower Assault was also coaxed into working after my accelerator was switched off.

The only problem the single-speed drive caused, besides taking twice as long to load, was that CDXL animations are played far too slowly and the sound is garbled because of this. Most people out there have double or better speed drives, so this is not generally a problem.

All in all, CDBoot gets the thumbs up. Its easy to install, has a decent manual, and it actually worked first time, which scores big points. This package is a must for all A1200 and A4000 owners with CD-ROM drives. Owners of other Amigas may also use it for CDTV titles, which it should also support - but this is mentioned in the manual with a big "it might work... or to put it another way, it might not" sort of disclaimer next to it. Check CDTV stuff out in the shop.

Selling for \$69, CDBoot is available from Sigmacom on (02) 524 9846

□



CDBoot lets you emulate all the keys on the CD32 gamepad.



Squirrel SCSI Interface

for your A1200

By Mark Cocquio

► The world of hard drives is divided. On one side, you have IDE, and on the other SCSI. SCSI is certainly the more versatile interface, allowing up to seven devices to be connected to just one controller (as opposed to IDE's two). SCSI is also much more popular with Amiga users; until the IDE-equipped A1200 and A4000 came out, every serious Amiga with a hard drive had SCSI. And sticking a plain SCSI controller into an A4000 is as easy and as cheap as doing it with a 2000.

But what if you own an A1200 or A600? You likely already have an IDE drive, or even two, which means that you can't add any other storage without trading in your drive. It also means you can't easily access all the goodies available on CD-ROM these days; there are plenty of IDE CD-ROM drives, but good luck getting them working from your controller with a hard drive hanging off it too - not to mention the high ugliness factor of dangling a 5.25 inch device outside the case of your console Amiga.

If you have an A1200, you can get yourself a SCSI interface that plugs into the trapdoor expansion

underneath - but what if you already have a non-upgradable expansion board sitting there? There's nowhere else you can fit a SCSI controller... unless...

PCMCIA to the rescue (well, strictly speaking it's now just called PC, but we've memorised that danged acronym and we're going to use the thing)! Yes, that generally empty slot on the left side of your machine can now be put to good use, because the folks at HiSoft have come up with the strangely named Squirrel SCSI interface, which fits neatly into the PC slot, and away you go!

Looks

For a full blown SCSI controller, the Squirrel SCSI is small. Chop a 3.5" disk off where the label ends, and you have the exact area that sticks out of your computer. Our review model was an uninteresting black, as opposed to the white pictures all over the box. But that's a good thing - we all know that black hardware works faster (see April Amiga Review, page 86).

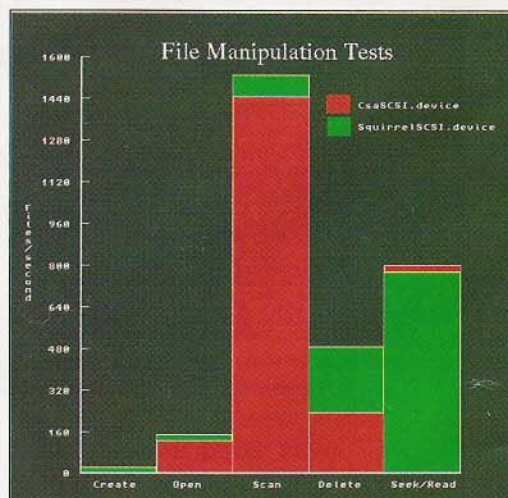
Out of the box protrudes a cable with a standard old-style big 50

way Centronics SCSI plug on it. I can't tell you what the Squirrel looks like inside, because they sealed the box (awwww!), but given its tiny proportions, it'd have to score some Star Trek points.

Software and Setting Up

Setting up the Squirrel is easy with the supplied install disk. It uses the standard Installer, and you can select which parts of the software you want to install. You can make a boot disk for various devices, and install support files too.

There's support for CD-ROM



WE DELIVER ANYWHERE



TM

AMIGA DEVELOPER
AMIGA REPAIRS
AMIGA SALES SERVICE & SUPPORT

Offices, Service Centre & Showroom: 8B Tummul Place, ST. ANDREWS, SYDNEY, N.S.W. 2566
All Mail To: P.O. Box 150 Minto, Sydney, N.S.W. 2566. Dedicated 24 hours Fax: 02 603 8685
Trading Hours 9am to 5pm Monday to Friday. Sat Morning 9 am to 12. noon Mobile 018 466 928

MAVERICK AMIGA UNITECH

ELECTRONICS PTY LTD T/as
ACN 003 864 042 Established 1978
Celebrating 16³/₄ years in business!
The Home of Technology



(02) 820 3555



For Friendly Courteous service Call Vickie or Jeff

MAY '95

WHITE HOT SPECIALS

Brilliance 2	\$99
GIN Scanner with OCR	\$399
Pagestream 3.0 + Upgrades	\$CALL
Final Writer Release 3	\$165
QUICKNET Networking	\$CALL
Easy Ledgers 2	\$399
ROCGEN + Genlock A1200	\$299
PC Task III - Upgraded	\$119
Two selected CD32 games	\$99
WordWorth 3.1	\$149
Home Accounts	\$99

MONITORS

Microvitec Multisync	\$799
----------------------	-------

HARDWARE

AMIGA A1200 Hard Drive Cables	
C.01200 Dual HD Cable	\$39
C.01210 3.5"HD intrnl Kit	\$51
C.01220 3.5"HD extnl Kit	\$54
C.01230 2.5" + 3.5" HD Kit	\$59
C.01240 SX-1 xtnl 3.5" Kit	\$59
C.01250 SX-1 intrnl 2.5"	\$31
C.01260 2.5" 40mm cable	\$27
C.01270 3.5"(x 2) xtnl kit	\$65
C.01280 A1200 Tower Kit Cable	\$71
C.01290 Dual HD in A1200	\$71

MONITOR CABLES

C.00929 9M - 9F Extension	\$29
C.23984 9F-23F 1084S	\$29
C.01509 9M-15DF	\$29
C.88184 SCART/stereo	\$69
C.15066 15DM- Video-6 BNC	\$29
C.92384 9M - 23F 1084S	\$29
C.02384 23F-RCA only	\$29
C.62384 6DIN-23F 1084S	\$29
C.15215 15DM-15DF XTN	\$35
C.15923 15DM-23F/LOGIC	\$69
C.15223 15DM-23F	\$29
C.90003 9DMistubishi23F Logic	\$59

MONITOR ADAPTERS

A.02315 23F to 15D with Logic	\$40
A.15023 23F to 15F No Logic	\$35
A.02329 23F to 9F with Logic	\$40

ANALOG JOYSTICK ADAPTER

A.00159 PC TO AMIGA J/S	\$29
-------------------------	------

Printer cables

C.36525 1.8 metres	\$8
C.02536 5 metres	\$10
C.12536 10 metres	\$18
C.20536 20 metres	\$33

EXTENSION CABLES

C.23223 23M-23F 1.2M	\$19
C.25225 25M-25F 1.2M	\$19
C.92525 modem 350mm	\$18
C.25999 SX-1 modem	\$18
C.62525 Parnet +Disk.3.M	\$21
C.72525 Null modem 2.M	\$21

SCSI-2 cables

C.52520 25MD-50Hi-D	\$69
C.86186 86SCSI-86SCSI	\$265
C.50050 50MCen-50MCen	\$49
C.50750 50MHi-D -50MCen	\$69

SCSI (Std SCSI-1) cable

C.50925 50MCen-25MD	\$19
---------------------	------

SCSI IDC Ribbon Cables

C.50555 50 F IDC x 3 450mm	\$19
C.55555 50 F IDC x 3 380mm	\$17
C.50665 50 F IDC x 2 to 50 Cent	\$39
C.50885 50 F Cent-50 IDC 1m	\$39
C.75555 50 FIDC x 7.SCSI connector	\$39

25way, 34way, 40 way IDC's

C.12525 25 MD-25MD.Rib	\$39
C.40240 40 IDC-40 IDC x2	\$22
C.34040 40 IDC-40 IDCx3	\$29
C.40340 34way IDC x 3	\$20
C.12525 Vidi 12 Extn Cable	\$36

IDE + SCSI HARD DRIVES 3.5"

H.11260 IDE HD 260MB	\$CALL
H.11428 IDE HD 428MB	\$CALL
H.11528 IDE HD 545MB	\$CALL
H.22343 SCSI2 HD 343MB	\$CALL
H.22456 SCSI2 HD 456MB	\$CALL
H.33108 SCSI2 1.08GB	\$CALL
H.33321 SCSI2 2.1GB	\$CALL

29 types of Monitor Sw/Box from \$99
simply tell us your configuration and we will do the rest.....not a problem!

EDUCATIONAL SOFTWARE TO SUIT
A500 up to A2000 requires 1Mb RAM
PRICED FROM \$24 a real bargain!

CD32 & Peripherals

J.32032 Competition Pro Joypad	\$49
J.90025 SX-1 Null Modem Cable	\$21
J.10032 SX-1 Module.(a must!)	\$399
J.10132 SX-1 AT Keyboard	\$49
J.70132 Box of Serial	\$129
Laser Printers	\$CALL

CD32 Video Titles from \$59

Andrew Lloyd Webber Collection.
Black Rain, Bryan Adams, Bon Jovi
David Bowie, Coming to America
A Fish Called Wanda, Ghost,
The Hunt For Red October,
Indecent Proposal, Fatal Attraction,
Kate Bush, Naked Gun 1 & 2 1/2,
Patriot Games, Pink Floyd,
Queen's Greatest Flix 1/2,
Star Trek VI, The Crying Game
Sting, Sliver, The Cure, The Krays
Tina Turner Rio '88, The Three Tenors
Tina Turner Simply the Best,
Top Gun, Wayne's World 1 or 2
White Christmas

Many titles are arriving weekly
Call to place your name on our mail
& phone info list. don't miss out!
TWO CD MOVIES FOR \$99

-(SELECTED)-

Amiga Chips Also in stock	\$CALL
H.00003 Kickboard Plus3 R/Sharer	\$49
H.60012 Squirrel SCSI PCMCIA interface A1200/600	\$169
H.00512 1/2 Meg A500 Exp	\$79
H.12003 UK Speakers 2Watt	\$49
H.00132 CD32 Compatible mouse	\$39
H.10880 Xtnl F/Drive	\$165
H.21760 HiDensity Xtnl F/Drive	\$289
H.91760 HiDensity Int F/Drive	\$279
H.80880 Teac 880K Int F/Drive	\$165
H.30030 30W RMS Spkrs	\$159
H.44425 4 way Data Sw/Box	\$45
H.66336 Optical Mouse	\$69
H.12002 A1200 real time clock	\$55
H.12012 Vidi 12 RT12	\$399
H.00288 Maestro 28.8 modem	\$495
H.58612 TowerOfPower 6XSCSI	\$220

3.1 ROM Kits in stock for A500, A600 HD (no more searching for 2.05 37.350), A2000, A3000, A4000 (not A1200)

WE ARE THE EXCLUSIVE AUSTRALIAN DISTRIBUTOR OF THE COMPETITION PRO JOY PAD

CHIP LEVEL REPAIRS: ALL AMIGA REPAIRS ARE DONE ON OUR PREMISES - NO MIDDLE MAN!

A1200 DKB - COBRA or MONGOOSE! A1200 Memory RAM expansion boards. YES! \$CALL.

Memory RAM Chips & SIMM RAM Modules.....YES!.....\$CALL

NOT LISTED? IF WHAT YOU WANT ISN'T HERE, WE'VE PROBABLY GOT IT - JUST GIVE US A CALL!

Cash - Bankcard - Visa - Mastercard (Min Purchase \$40) - Money Orders - C.O.D's (conditions apply) - Bank Cheque - Direct Deposit
We Courier Anywhere in the world. Prices do not include freight or insurance -
Prices are correct at the time of going to press. E&OE UEPL/ACAR-4/95

UNITECH ELECTRONICS PTY LTD IS A REGISTERED AMIGA DEVELOPER

ALSO SERVICING COMMODORE PRODUCTS SINCE 1983 REPAIRS / UPGRADES / MODIFICATIONS / DESIGN

DROP IN FOR A FREE
12 PAGE CATALOGUE!



drives, and you can create a CD boot disk if you want. If you're using a 1200, there's a CD32 option which gives reasonable compatibility with CD32 autobooting titles. Separate config files and start-ups for these make this option particularly versatile, but CDBoot is a better option for 1200 owners (see my review in this issue).

Another plus with the Squirrel is that it comes with the registered version of the SCSIMounter, which makes mounting (and unmounting) SCSI devices simplicity itself. The funkiest feature of the Squirrel controller is its support for "hot plug and unplug", which is a fancy way of saying that you can pull the thing out and pop it back in while the computer's running. This is a feature of PC slot devices, and the Squirrel software handles it perfectly, automatically unmounting and mounting devices when the controller is pulled out and plugged back in again. Try doing this with any other controller and you'll be very, very sorry!

Does it work?

In a word, yes. There is one small hitch, though. Because the PC slot hardware doesn't support autobooting from the Squirrel SCSI, you have to manually mount each SCSI unit or partition.

This is no problem at all if you already have an internal hard drive (as most A1200s do); you can boot as normal from the drive and mount extra devices as you go.

It gets trickier if, like me, you want to boot from a SCSI device. Basically, you have to make a boot disk. The software will do this for you without any fuss, but the problem is that each time you boot you need your boot floppy - it's like going back to the days of Kickstart on disk.

My solution to the problem was to create a recoverable RAM drive (or RAD). Users with lots of RAM

but no hard drive will be familiar with these - they're special bootable RAM disks which survive reboots. With a bit of trimming you can get a manageable boot disk down to 135k.

Booting problems aside, the Squirrel SCSI interface works beautifully. It's fast and transparent; you can treat the PC slot interface just as you would any other hard drive controller. It was quite happy with my clunky old hard drives and CD-ROM, and is VASTLY superior to the horrible (and now defective) SCSI interface in my CSA 12 Gauge accelerator.

Zoom!

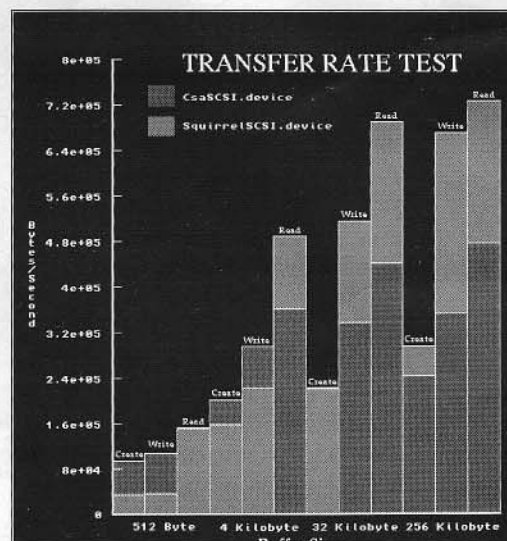
So just how fast is it? The manufacturers boast transfers of 1.2Mb/sec on a standard A1200 and up to 3Mb/sec on a 68030 machine. These numbers are doubtful, as we all know benchmarks can be the worst lies of all.

So I decided to find some lies of my own, with Sysinfo. The transfer rate that Sysinfo produces is one to be taken with many grains of salt. To be fair, you can only really compare it with other Sysinfo readings, and even then only sometimes.

For an unaccelerated (68020-based) A1200, the reported magic number was 908,123 bytes per second. Not bad, considering my old CSA controller could only manage about 800,000 (and that's with an accelerator). This isn't too far off the 1.2Mb/sec figure quoted.

When I repeated the test with my 50MHz 68030 enabled, I was surprised to see that the figure only jumped to 1,071,433 bytes/sec (without fast RAM) or 1,193,371 bytes/sec with fast RAM; nowhere near the quoted 3Mb/sec. Perhaps they were running one of those rare 300MHz 030s...

It should be noted that my old GVP SCSI-RAM board used to get a figure of around 1,800,000 on the



same drive, so the Squirrel's not what you'd call lightning fast, but 1.2Mb/sec is still very respectable.

To get a better idea of the Squirrel's speed, I ran DiskSpeed comparisons between it and my CSA controller, using my fast Quantum hard drive. The results were interesting - as you can see from the graphs. The Squirrel was happier with a larger buffer, whipping the CSA controller on those tests. It also scored much faster on reads, and file operations were generally faster with the Squirrel.

One note, though; the unusually high directory scan figure for both controllers is due to the DirCacheFileSystem of OS3.0.

Overall

At the end of the day, the Squirrel SCSI does look an attractive package. It retails for around \$175, which is certainly cheap considering the PCMCIA technology involved.

Daniel Rutter has clinched the odd review by saying he's so impressed that he'll buy the item in question. Well, it looks as if I'll be doing the same.

Contact Emerald Creative on 1-800-639 273 for more information.



What's new in CD-ROMs

By Daniel Rutter

Two more new Amiga CD-ROMs recently slapped onto my desk in another of the air mail parcels from those prolific chaps at Schatztruhe in Germany. The first is Aminet CD 5, the fifth of the one disc compilations of software from the titanic Aminet Internet archive, rivalled only by Fred Fish's collection for the title of premier Amiga freely distributable software library. The other disc, *The Beauty Of Chaos Volume 1*, contains more than 500 fractal images.

Aminet 5

The Aminet discs keep coming thick and fast. Aminet 5 is not just a slimmed down version of the mighty four-CD Aminet Set 1 (reviewed last issue in the Hot PD column); it was built considerably after the 18/12/94 snapshot date of the Set, and contains a lot of stuff that's not on Aminet Set 1.

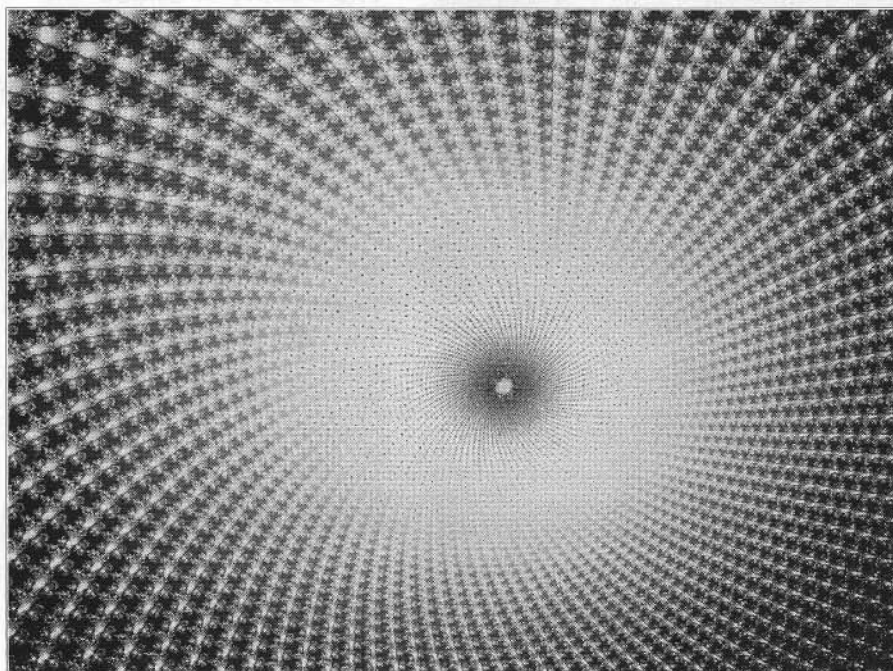
How much stuff? Well, about 214Mb! As always, the new software's in various categories and it's all tied together with beautifully smooth Amigaguide hypertext; click a program's one line description to see the readme file, click the archive name to extract, view

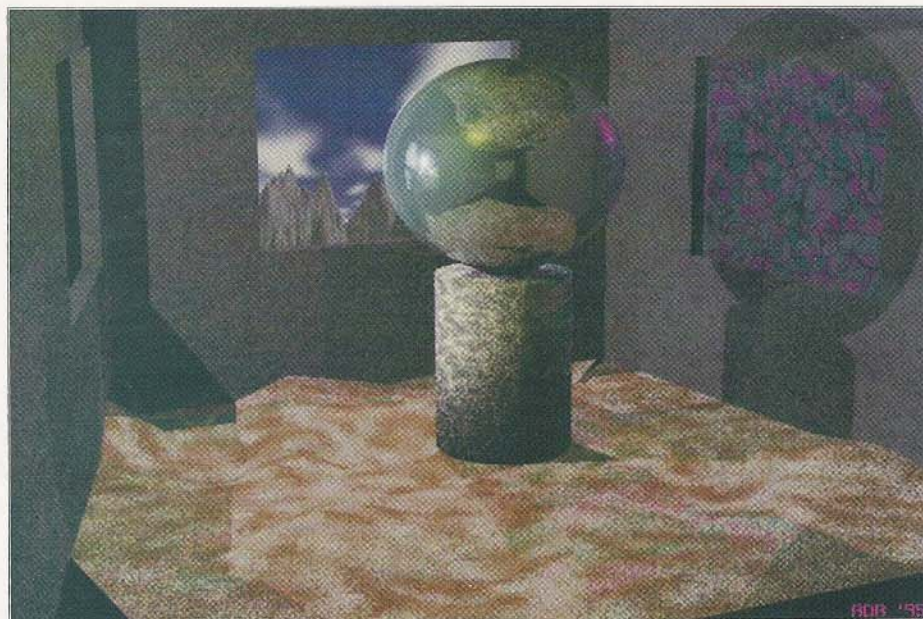
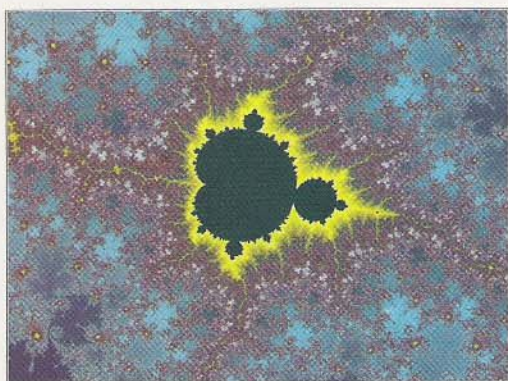
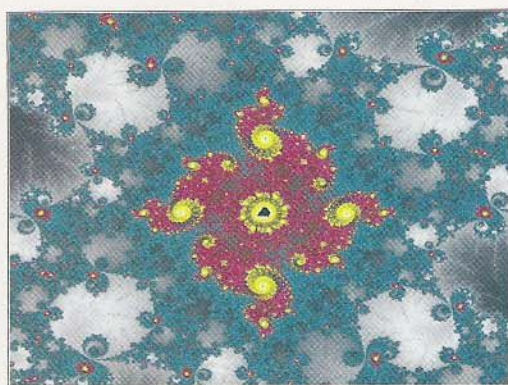
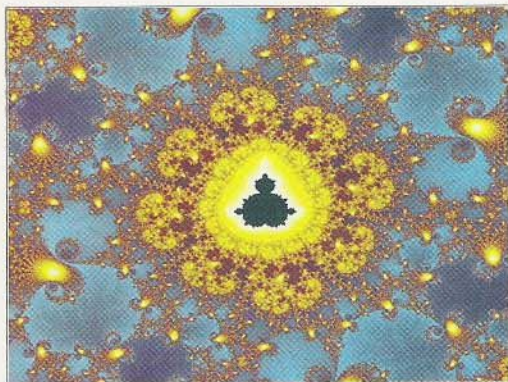
or run it, search the whole disc for any given text at will. If you just want to look at the new stuff since Aminet 4, you can; likewise if you just want the new-new stuff since Set 1. It's a joy to use, and an example to other Amiga CD makers.

As well as the new stuff, you also get the entire Aminet games directory. Every game in the Aminet archive, as of March 1995. This is only about 18Mb (!), but

who's complaining - it's more than 1000 games!

It's not fair to mention the highlights of this disc in an article this size - you'd need to use the whole mag to do it justice. If you want it, it's probably here. But check out my HotPD columns now and in the future - if it's cool, it's likely on Aminet. Using Amiga Review's Internet account, I grab the software before it makes it to





the CDs, but the lead time on the discs is getting pretty short these days so by the time you read the column it's possible you can get the software on CD.

The Aminet discs are very useful, very well put together and reasonably priced. If you've got a CD-ROM equipped Amiga, you should get them.

The Beauty of Chaos

Unlike many picture discs, which Amiga users can access but have to get into "by hand" with serious Shell-bashing, The Beauty Of Chaos is already set up for Amiga, IBM and even Macintosh users.

If you've got an Amiga, it's just a matter of clicking icons to view the 507 GIF images on the disc, after running the Installer-based setup program to tell it what viewer to use. Every fractal has an icon that shows you a thumbnail of the image, and there are also index pictures with reduced versions of all the images.

If that's not enough for you, each GIF comes in 1024 by 768, 1140 by 890, 640 by 480 and 64 by 48 (preview) resolutions, so you

can pick the most appropriate size without having to resort to scaling - which, without a big time image manipulation package, you can't do.

The 20 best images (in the humble opinion of the authors) are also available in TIFF 24 bit format, also in a selection of resolutions. This is not as great an idea as it sounds, because the Amiga isn't exactly overflowing with TIFF viewers. TIFFView (on Aminet 5!) will display them and can save as IFF, but it won't convert into 24 bit IFFs, and the IFFs it does produce seem to be misformatted - I couldn't load them into anything. Fortunately, TIFFView can also save in JFIF (JPG) format, and this seems to work - but for my money you might as well leave the pretty TIFFs alone unless you want them made into posters; TIFF is a popular format amongst professional image manipulators and outputters, but alien to the Amiga.

If you're looking for fractal pictures, check this disc out. Easy to use, full of good pics.

Conatct Amadeus on (02) 652 1711. Aminet 5 - \$49, Aminet 1-4 - \$99 □



Online Survey Results

As part of our campaign to make Amiga Review better fit the needs of you, the readers, we asked the denizens of the Fidonet Aust Amiga conference for their opinions. We're interested in constructive criticisms and suggestions for Amiga Review, from all our readers. What stories and columns should we run? Are we shooting too high or too low? Contact us by post, fax or email with your ideas!

Edited highlights of the most interesting responses in Aust Amiga, and our comments, follow.

User Reports

I would suggest adding a User Report that gives REAL USERS the opportunity to write reviews. It can even be people who contribute for free. ALSO list an Email and FidoNet address ACAR can be directly contacted at!

- Guy Nathan

Ed: We already run reviews by "real users" - indeed, WE'RE real users! Whenever we decide to do a feature on a specialised product, the first people we contact are those with genuine experience in the appropriate area of computing; some of them are regular contributors, some do one-offs. But there's nothing wrong with the concept of peer review - how about we list products coming up for review and ask for comment in Aust Amiga?

Our CompuServe and Internet addresses are our preferred contact methods, but you can Netmail us on Amiga Connection and 500cc

Formula 1 BBSes in Sydney if you're not able to use the faster systems.

Good old stuff

I'd like to see the odd article on some of the more obscure software/hardware/hacks etc that a lot of people have never heard of.

Unfortunately, Amiga Review and other mags are dedicated to providing info on the latest stuff, as this is what generates the advertising.

But I do feel there's room for a column on some of the more "eccentric" things for the Amiga. Basically, just reviews of non-mainstream stuff that has been produced for the Amiga, but we never hear about because there's no advertising-money-push available. And especially if they're inexpensive - there may be some users willing to give it a try.

- Rick Van Ruth

Ed: Obscure stuff can be interesting - the trouble is if we run a story people will want to know where to get it. If we can't answer that, all we create is a lot of frustration. Nevertheless, if there's good old stuff that's still available, we'll certainly consider it.

More Internet and C

I've been reading ACAR for about 2 years now. Sometimes I'm a bit disappointed, sometimes I'm utterly impressed. I usually find the articles are well written and easy to understand.

Something that's really good to see is the increasing amount of information about the Internet - I'm going to get an Internet account soon, but only because the articles in ACAR have explained it better than most of my friends!

I'd really love to see a beginners' assembly language or C programming column, but I realise this may be an impossible wish.

I'd also like to see a beginners' guide to making music with something like Protracker.

I also think it'd be really good to have a column where readers could write about their uses for their Amiga. It would give other users some good ideas about what they can do with their computer. It'd be good to be able to see things like "Fred Bloggs uses his Amiga to control his house alarm" or "Mary Lou has set up her Amiga to automatically make breakfast", with a description of what you need to do whatever it is. I'm sure there are plenty of people with practical, weird or humorous uses for their Amigas out there...

In general, Amiga Review is an excellent mag.

- Paul Marshall

Ed: We like the idea of the reader's uses column, in association with the abovementioned User Report idea. If we run a "Readers uses" column, we could have free subscriptions for the best ideas, and more substantial pieces could go into User Report. If you've got an idea, get in touch with us!

Miracle Publishing

Firstly, no complaints about ACAR whatsoever. It's a miracle you've kept going through all this in the first place.

Whether the whingers like it or not, ACAR has provided as much information as it can in the circumstances, still has more editorial than its overseas counterparts and still carries enough advertising to keep it going.

If I may, I'd like to suggest that when the Amiga sale has been made you have a section in the mag for all those companies that have been "waiting in the wings" for an announcement, so they can tell the world about all the new software they'll be releasing (if reports from Usenet are anything to go by).

I'd also like to see an Australian Developers info section.

- Ivan Smith

Ed: We're looking forward to a flood of new stuff when someone starts making Amigas again, and will of course review it. On the subject of Australian product, we don't believe in discriminating for or against any software based on country of origin - there's no cultural cringe in a country that's produced PC-Task, Directory Opus and Opalvision (hey, while it was Australian everyone liked it!).

More Suggestions

The move away from the games scene was a good one. I think there will always be a place in Amiga Review for games, but reviewing a select few and leaving the cheat code rubbish to the Brit mags was a good idea.

The recent Internet features have been welcome. They actually contain useful info, rather than the hype we've come to expect under this headline.

The reader classifieds is a good idea as well. How about some reviews of the great new techno stuff that is around? A full EMPLANT review ASAP please! (Yes, I know you will as soon as you can.)

I would like details & reviews of things like the new Tower Cases Sigmacom are offering, CD-32 emulators, WARP engine, etc.

Also, some more head-to-head product comparisons. Like putting Opalvision, EGS Spectrum, Picaso II etc up against each other and seeing how they compare.

The idea of a World Wide Web page is cool. How about an ACAR BBS in the meantime, with news, latest reviews and so on. Not everybody has access to the Internet (yet), and with a shell account the WWW just isn't that pretty.

Forget a CompuServe facility. It's far too expensive for the average Amiga user.

The change of style was definitely a good move. ACAR certainly looks more professional now. Keep it up.

- Scott Hillard

Ed: Thanks for the support, Scott. But anybody who suggests that the Amiga Review team start a BBS has obviously not visited our office. We don't have time to pick up our rubbish (well, Daniel doesn't seem to, anyway), let alone run an online service.

Let's face it - there are already a lot of good boards out there, which the comms-hip can already access. We much prefer the idea of using space on somebody else's machine and just setting up a Web site, with all the irritating computer-wrangling done by some poor technician a long way away. In any case, it's not going to happen in the immediate future.

No more C64

How about we finally put the C64/128 to bed and have some more interesting reviews or articles, maybe an Internet on the Amiga each week? Is there anyone with just a C64 who's spending \$5 a month for two pages of info?

I don't believe there are many C64 owners who read the Amiga articles wondering if they should upgrade or not - they've had 10 years to get an Amiga after all.

- James August

Ed: There are still quite a lot of 64s and 128s out there. They're very cheap, there's lots of software, and some people who upgraded still have the old machine - they're not going to be able to sell it for much!

The C64 pages will stay until such time as there really is nothing happening in the 64 scene - but the world's most popular single computer model, full stop, is still refusing to die! (Hey, there's no column in this issue! - DR)

TV, dodgy article

Chris Pappas of Engadine, NSW, watched Channel 10's "Healthy, Wealthy and Wise" and saw a segment on making high school easier. A student was typing an assignment on Kindwords. Chris also saw a 1084 in the premiere of "Feds" on 9, and he included a copy of an article from "Australian Markets and Fairs", which made up in enthusiasm what it lacked in accuracy (we never knew IMB made computers!).

More subscription sucking

Jason Harvey of Noarlunga Sth, SA, spotted a 1200 in an ad for the Today Tonight program. Then, when watching TVED on SBS, he saw many Amigas being used in foreign schools. He went on to mention spottings in his bedroom and in this mag, pointed out that he's the twin brother of Tracey Harvey, another Amiga spotter, and then performed "the grovel dance" for a free subscription.

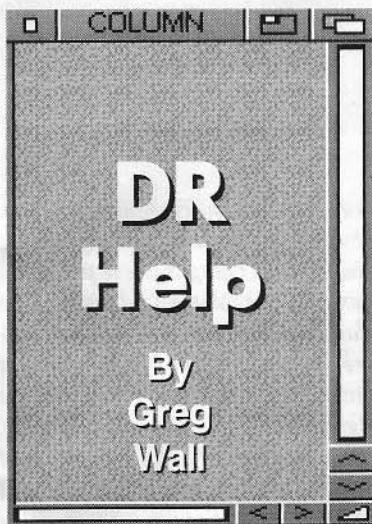
We were impressed by the Amiga Review sighting - nobody's done one of those before. If you'd included a clipping, Jason, you would have won. But you didn't.

Tasteful fiction & musician

Daniel Everton of Sunshine Beach, Qld, was reading Stephen King's "The Tommyknockers", which features a Commodore computer being used to control a dimensional portal.

Mr Everton also included another of those lovely photocopies, this time from Omni, which mentioned "a fully tricked-out \$10,000 A4000 based Video Toaster", part of a funky video system used to bring sides of Billy Idol to a Tonight Show audience which they likely had no great desire to see.

Mr Everton neglected to ask for a free sub. So we're giving him one.



Buster botheration

Dear Helpline: I own an Amiga 3000 with a socketed Super Buster Chip that has been labelled with the following:

CSG
390539-07
71-SUPER BUSTER
C M CBM 1989,90
2292 51013G

I've heard about a lot of problems with the Buster chip, and the need to upgrade it to rev 1.1. What does the Buster chip actually do, and do I have to change mine? If so, where can I get the replacement chips?

K. Yap, Nth Melbourne, VIC

Dr Help: The Super Buster chip looks after the Zorro bus. The later version should be replaced has the code 390539-11 in place of -07. The older version (which you have) has some problems with Zorro III cards.

The symptoms are usually that the system locks up, crashes or maybe doesn't start up at all. If your system runs fine and you don't need to add any Zorro III cards to it, all should be OK. If you

do need to upgrade, though, you'll find that new Busters are scarce as hens' teeth. I have help for you though - contact Sibnet Electronics on (02) 417 7600. They tell me they can get their hands on some, for about \$70.

RAM hunting

Dear Helpline: I have an Amiga 3000 with 14Mb of static column RAM (2Mb chip, 12 Mb fast). I dabble a bit in graphics and 3D rendering with Imagine and find my current setup inadequate. Using models of an average size of about 300k, with brush maps, background pictures and global brushes, I find that to render a decent sized image, 1024x768 pixels, I run very short of memory.

To render larger or more complex images I need more memory, but my problem is that static column RAM is almost impossible to find and any other solutions are quite expensive. A Fastlane Z3 costs the same as 16Mb of SIMMs, and I'd rather spend a grand on memory than a board to plug it into. I could go all out for a Warp Engine accelerator, but I'd still have to shell out for RAM. Is there a high capacity memory solution that allows all my memory to be seen as a contiguous block, or should I sell my current memory and go for an accelerator with its own memory?

T. Polmear, Gladesville, NSW

Dr Help: If you have or know anyone who has a modem, get a message out on whatever online services you can to track SC

RAM down. If any of our readers have any static column RAM for sale drop us a line marked ATTN: Helpline.

The best way around the problem would be with the Warp Engine accelerator with RAM, the fastest if you can afford it. The good side of this is that you shouldn't have any problems getting rid of the RAM you have!

It probably goes without saying that you need every byte of your hard drive for your rendered images, but have you considered purchasing a virtual memory program as a workaround solution? These use a section of your hard drive as virtual memory. It's not anywhere near as fast as real memory, but allows you to create larger images without spending thousands of dollars. Gigamem, for example, retails for around \$149 and is available from Amadeus Computers on (02) 651 1711.

Fixing disks

Dear Helpline: I have many disks that have read/write errors. This is very annoying, so could you please tell me how to use DiskDoctor to correct them?

Robert Smart - address unknown

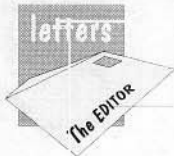
Dr Help: To begin with, the errors may be due to several things. I don't want to cause a panic, but you may want to run a virus checker over the disks you're having problems with. Then again, the disks may just be getting old; all things wear out over time.

A virus can totally ruin a disk by corrupting the information on



AMIGA TRAINING

Help, Support and Advice for hundreds of programs.
Harddisk Installation, Printers setup, Workbench and DOS tutorials.
Ph: (02) 411-2108 for more info.



it. Disks can also develop problems if something nasty happens, like a system crash in the middle of a write or something physically wrong with a sector or track on the disk.

Don't use DiskDoctor; get hold of a program such as Fixdisk or Disksalv, both freely distributable and available from either us (Wall Street Video), Prime Artifax or Megadisc. These come with full instructions. They'll save as much as they can, but the the disk may still be unusable.

After answers

Dear Helpline: I recently added a Zappo CD-Rom drive to my A1200 system, which at first refused to work because it wasn't compatible with Disk Expander, which I now have to load manually every time I switch on the Amiga. I'm sure this can be fixed quite easily by an expert.

Another problem I have relates to the Aminet 5 disc, which I bought after reading in Daniel Rutter's HotPD column that "You can point and click your way around most of the archive, with pictures viewing without you lifting an finger, sound MODs playing automatically, demos and games running from the archive (but giving you the option to extract them to a directory instead), and so on. And high speed searching. All you need is Amigaguide and it all comes together."

Well, maybe I'm thick, but I can't access any of the archives that easily. Stuff in lha archives I extract to RAM using a utility

called GUIARC, and it mostly works. DMS archives require typing into a requester, transferring to a floppy, and sometimes rebooting from the floppy before the program will work.

Other programs require "Installer". Programs like "Klondike", which I would dearly like to use, are a total enigma to me.

How do you use AmigaGuide? I know I've got it, but I keep getting a message that a particular program needs it before it will run.

Paul England, Kianga NSW

Dr Help: I've got some idea about what's going on with your Disk Expander problem. Disk Expander compresses files. If the Disk Expander program's not running, the compressed data isn't intelligible. The Zappo software's probably looking at something that's compressed before Disk Expander runs, which it'd have to do to boot from CDs. If you can make sure the files the Zappo's using aren't compressed, you should be able to go back to your original configuration.

Your Aminet problem, though, has me baffled. I'm not sure how you've managed not to find this disc as easy to use as falling off a log. Open the disc icon. Double click the INDEX icon, or the FIND one, or the README one (click the PREFS one first if you want to tweak the disc's default settings - set the default extract directory to wherever you want). Click on things which interest you.

The Amigaguide program is on the disc, and you need do nothing

to make it work for Aminet access. The program that's complaining about it not being there is probably looking for Amigaguide in the standard location (the utilities directory on your boot disc) and not finding it. Make sure it's in the right place.

Installer is another standard Workbench program you should already have on your hard drive (it's certainly on your original AmigaDOS floppies), but you don't need it for the bulk of the stuff on the disc.

If something does need it, it should run from the install icon without any great effort. DMS and LhA are both on the Aminet disc, and both fire up automatically when you click the appropriate archive's name. DMS does extract to floppy disks - its full name is Diskmasher, it's an archiver specially designed to compress whole disks to a file, and it's generally used for non-DOS disks that can't be archived any other way, but the Aminet interface doesn't make you type into a requester - you just click the archive and stick in a disk.

There are a few dud files on Aminet 5, but well over 99% of the disc is painless to access. This doesn't mean the setup procedures for everything on the disc are jsut as painless, but in most cases they are.

I hope you find this enlightening. □



IBM or Apple Mac as well! No Problem

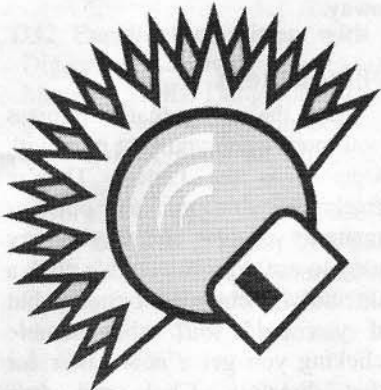
Did you know that we now provide Training for IBM and Compatible computers as well? Same great service, same number, different name. 22 Consultants, Entire Sydney Metro.

If you have a PC as well or need help at work, why not give us a call.

Wall to Wall Computer Services - Ph: (02) 411-2108

Directory Opus 5

The best file manager ever?



By Daniel Rutter

Time was when we knew what a directory utility looked like. Two directory list windows and a pile of buttons. Sure, there were a few free-form oddities like Browser and MegaD, but it seems people like to have a nice steady interface.

The big (in every sense) gun for years in Amiga directory utilities has been Jon Potter's Directory Opus - it is, historically, the only successful commercial one. Behind Opus were a squad of freely distributable relatives, led by Chris Hames' DirWork, another Australian product which has now also gone commercial with version 2.

Dirwork 2 introduced a new concept - a semi-fixed interface. You can tinker with it to your heart's content, shuffling components around, making new buttons and defining your own functions. It's very powerful.

Unfortunately, Dirwork 2 is also about as user-friendly as a seatless bicycle. If making 64 buttons one at a time, and sizing and positioning them with the keyboard, is your idea of fun then I suggest you turn yourself in before one of those nasty police siege situations develops.

If you want to change things globally, it's as simple as doing a

search and replace in the configuration file for "A.p", z'v464F524D m8v414E494D', t'FORM ???AN-IM' @0,s1". Stuff that for a game of soldiers. So I was rather excited by the hype surrounding the release of Directory Opus 5. It promised great flexibility, easy re-configuration, a whole new way to use your computer and a chicken

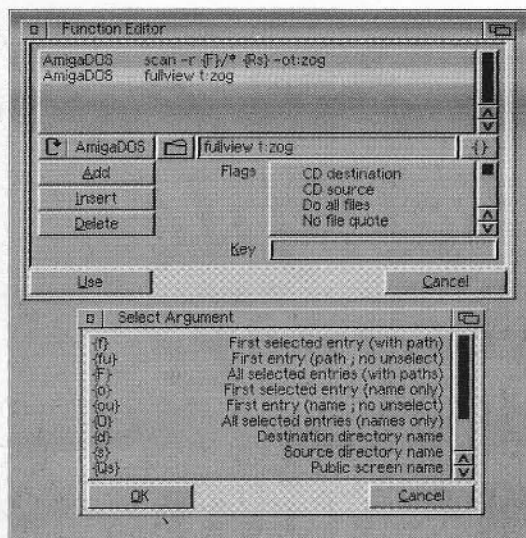
in every pot. I've been a DirWork fan since the days when fitting my system on floppies mattered to me, but I'm no fanatic. It took a while, but I've got a copy of Opus 5 now, and, generally, I'm impressed.

Setting up

Opus 5 comes on one disk. Installation is simple, although the



This is one way Opus 5 can look. There are about a billion other ways it can look, too.



**Setting up actions is as easy
as it can be.**

19 character serial number makes sure you're awake. The registration process "locks" Opus to the drive you install it on; if you optimise the drive or move Opus to a different drive you need to reregister it the next time you run it. You can set Opus 5 up to not start up when you boot the machine, to start up iconified, to start up full screen or even to completely replace Workbench - a special Load-Wb program runs Opus instead of Workbench, unless you hold down shift while booting.

Look and feel

This would be a good point to explain the basic design of Opus 5. It's all built on the Main Window, which has icons for all your devices, program groups and left out icons. The devices work the same as in Workbench, except clicking on them opens a lister window. The listers can display icons if you ask, but they're much more powerful if you just use the plain text list.

Program groups are rather like their identically named cousins in Windows, except a bit better

thought out. You make a new group, give it a name, and drag into it whatever you want. The programs stay right where they are - they just have linked icons that run them when clicked. It's a handy way to get related programs together without physically moving them around, but it's got one of the annoying problems the Windows version suffers from - if you delete or move a program in a group, the group doesn't automatically update. At least Opus fails to run the program silently, and doesn't pop up an irritating requester.

Left out icons work the same way they do in Workbench, except they're always still visible in their original location as well.

Opus 5's Main Window can of course use any screenmode you like and can open on the Workbench screen, removing all the standard Workbench stuff, if you like (this saves some chip RAM but means you have to hide Opus if you should want to use Workbench). And the Main Window is where the Listers and button banks open, and these are the main Opus 5 tools.

Button banks work not unlike buttons in Opus 4, except they're now free-form - you can have as many buttons as you like by as many as you like.

Listers are windows with a file list and optional little action buttons, which I found too small and fiddly on a high res screen. Graphic buttons can be any size up to 64 by 64 pixels, and the images in them can be standard icons or IFFs. Making a bar of dock icons is thus very simple.

All buttons, graphic or text, are about as easy to set up as you could hope. The editor lets you define what internal command, Workbench or Shell program or ARexx script (Opus 5 has a complete ARexx interface) to tie to the button, and you don't have to re-

member all those arcane bracketed letters you need to put filenames and such into a command string - there's a menu of them a click away.

Nifty Listers

But the thing that'll impress you most when you first play with Opus 5 is the Listers. They're freely resizable, you can open as many as you like, and they're very easy to use. You can double click a directory to enter it, of course; but if you hold shift while double clicking you get a new Lister for that directory. Click and drag things to copy them or extract archives - and it's fine to grab a mixed bag of files, directories and archives; the files and dirs get copied, the archives get extracted.

It gets better. Click and drag a directory into a lister and hold shift as you let the dir go, and the contents of the dir appear in the lister you dragged it to.

The old click the edge to go to the parent feature still exists, but now you have to click the narrow left edge of a window, not very easy unless the window's up against the edge of the screen.

Managing sources and destinations is of necessity more complex when you've got more than two Listers open. By default, the Lister you just clicked in is the source and the one you selected last is the destination, but you can also lock Listers into source or destination mode so you can have multiple sources and multiple destinations. If you've got, say, two sources and two destinations, and you select three files in one source and four in the other and hit copy, all seven files will be copied to each destination. This feature was pinched from the PD dirutil MegaD, and works very well indeed.

You can also control Listers with the keyboard - just hit space to enter keyboard mode and start

cursoring around as well as using the mouse. This can be handy for fiddly file selection, and should also make users of clumsy MS-DOS dirutils feel at home.

Hey guys - multitasking!

One of the best features of Opus 5 is its asynchronous behaviour. If you start a disk formatting, you can move the format menu away and keep working. Started a long copy operation? Switch to a new Lister, or open another one, and keep going. You can make all sorts of operations asynchronous, which shifts the main focus of annoyance while using Opus from waiting-for-the-copy-to-finish to waiting-for-the-lister-to-redraw. Hey, I'm never satisfied.

Asynchronicity extends to the config editors, too. You can't use a button bank while you're editing it, but you can use a file lister while editing buttons. You don't have to shut down and reopen nine prefs windows if you find you need to do some piddling file management task while you're changing as format option. Brilliant.

Easy identification

Opus 5's file matching features are quite good. File matching is what lets Opus recognise given sorts of files and run the right program to view them, play them, extract them or whatever.

If you've got OS3 or better, Opus can use Datatypes, which makes recognition simpler. But if you haven't you'll have to do a bit of roll-your-own work; Opus comes with a pile of file recognisers so at least you don't have to make them yourself, but in many cases you'll have to set up the right action strings yourself. If you're already an Opus 4 user you can convert your old config, but if you're new to the program you'll find yourself doing a fair bit of spadework to get the program up

and running. The nicest way to do file matching would be to have an option that let you select a whole load of files of format X and have the program figure out what they had in common, but nobody's done that yet - if you want to build a recogniser for some oddball format not included in the package you'll have to look at the files and see what sort of ID string they've got, and at what offset in the file; it's then quite easy to make a file type for them.

Once it's set up, Opus 5 makes system management much easier, but setting it up can require a fair bit of knowledge. No doubt piles of Opus configs will soon be circulating in the public domain.

Stability problems

The first thing that happened when I ran Opus 5 was a crash. After a laborious search through the many system-enhancing utilities I run, I discovered that FBL, FasterBlit, was the program it had a problem with. I gave it the flick. I've still got about 40% worth of 1% speed boosters anyway, so it's no great loss.

However, I've found that Opus 5 on my machine isn't very stable in normal use. If I leave the Opus screen up and go away for half an hour, there's an excellent chance I'll come back to a guru box. There are also miscellaneous failures while I use Opus, none of which seem to be distinctly linked to any particular event, but it never crashes if I leave it iconified. I've been assured that Opus is very stable on every other computer it's been tried on, and I'm glumly willing to believe it; my Amiga's old and encrusted with weird software and prone to rebooting itself now and then anyway. If you're not running an A500 with a bolt through its neck, you ought to be right.

One other minor problem I encountered had to do with palette

setting. A late addition to the program, mentioned in the accompanying readme file but not in the manual, is the GrabWB option, which lets you grab your Workbench palette for use in Opus. This only grabbed the first four colours on my WB2.1 ECS machine, which left me adjusting the colours manually. Not that it really mattered, because for speed on my old machine I quickly dropped back to an ugly but functional four colour screen.

There's also only one ARExx script presently included - it's a rather nice number for extracting DMS archives that opens a new Lister for the disk you're extracting to and has a graphical progress display. More scripts are promised in the near future, and will be distributed via "public sources" - bulletin boards, Internet, Aminet and so on. There's also supposed to be an Opus 5 Internet site in the pipeline.

Overall

Directory Opus 5 is well written, easy to use and enormously powerful. There are still a few rough edges in the packaging and the manual's not as well laid out as it could be - though the information's great, and there's online help too - but the combination of power and flexibility beats absolutely any file manager every written for any computer. This is a class act. Get it.

Directory Opus sells in the US for \$US129 - but us lucky Australians get it for the same number of our dollars, thanks to the absence of shipping costs. Upgrades from any previous version of Opus are \$68 including postage and packing - just send your original Opus disk with your money.

Contact Small-Biz Software on (074) 919 190.

□

PC-Task 3.1

the best gets better

By Daniel Rutter

► In the February Amiga Review I checked out the latest version of PC-Task, the Amiga's premier software PC emulator. That was version 3.00, a large improvement over previous incarnations of the software.

Well, now there's been a further update, to v3.10. PC-Task's still basically the same, but there are a few new features and quite a lot of fixed bugs.

What's new?

One big change in the new version is the Advanced Video Options feature. This lets you select which screenmode each PC Video Mode will open on, when a DOS program running under PC-Task opens that mode. This means you can define what sort of Amiga screen - or even window - will be opened for each mode a PC program asks for.

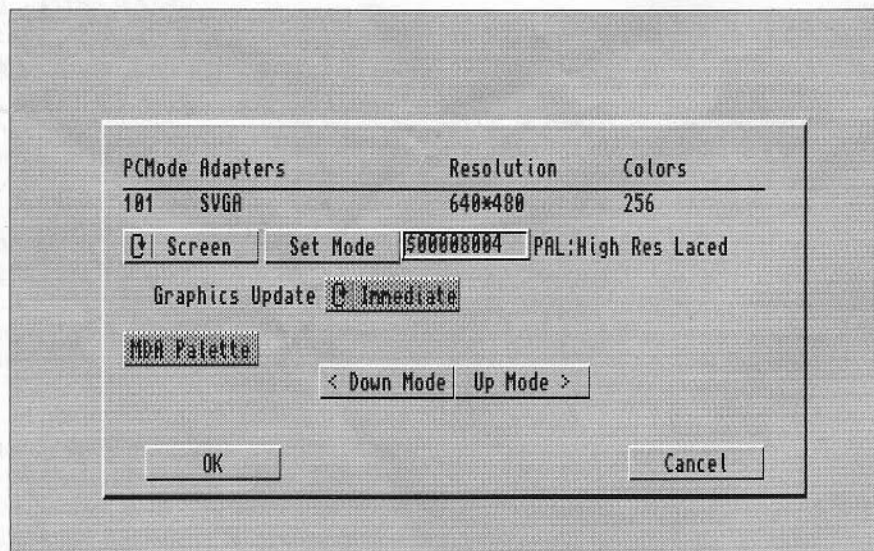
Graphics card users are catered for in the readme file that comes with the update. You can use the Advanced Video Options to bounce otherwise undisplayable PC graphics modes into graphic board screenmodes for 256 colours on ECS Amigas (the makers rec-

ommend you upgrade to Workbench 3.1 for greater stability).

If you've got a graphics board supported by the Cybergraphics high speed workbench emulation system, you'll be pleased to know PC-Task will work with it, and will enjoy the graphics speed benefits in VGA and SVGA modes. Presently, this applies to PicassoII, GVP Spectrum and Piccolo Zorro

2 or 3 owners, but the Cybergraphics system is set up so that the libraries work with any board a driver's been written for, so extra compatibility is definitely in the pipeline.

Still on the subject of graphics, you can now use the Windows Video 7 drivers to use 256 colour screens in Windows (the standard Windows 256 colour SVGA



The new Advanced Video Options features let you set your graphics up just the way you want.

drivers don't work). This still needs work, though; you won't be able to see the mouse cursor if you're using these modes!

Other changes

You can now make hard disk files for PC-Task up to 255Mb in size, against the old 63Mb. Remember, though, that the larger the disk file, the slower it works, so only make the file as big as you need.

One thing that I must confess I didn't miss at all in PC-Task 3.00 was that the PC speaker sound didn't work. Hey, it might have been cool in 1980 but really, kids, nobody wants to hear those buzzes and squawks today. Well, it does now. Whoopee. Hold the front page.

Faster or slower?

One thing about the new version which startled me somewhat is that according to WinBench, it's

running some 10% slower. I was dubious about this reading, so ran a few other benchmarks, including some which had reported stupid figures on the last version. They couldn't decide how fast the emulation was; some said faster, some said slower. This reinforced my low opinion of emulation benchmarks; they keep looking for hardware reference points that aren't what they're meant to be and getting awfully confused. Basically, it's all splitting hairs, since PC-Task's still very sluggish overall. There certainly wasn't a noticeable difference.

Shock! Horror!

Emulated Windows users will be shattered to learn that serial doesn't work under Windows. I confess that I couldn't stand the pain of checking this; the pretend-serial mouse driver works fine, but if you want to do Windows comms with PC-Task you're not going to manage it. Of course, if you want

to do Windows comms with PC-Task you should be wrapped in a wet blanket and put in a cellar for a few weeks anyway.

Overall

There are quite a few fixed bugs and other minor changes in PC-Task 3.1, on top of the bigger ones listed above. Considering the nominal fee to upgrade, this is a patch well worth getting, and it makes PC-Task an even more attractive prospect for those that don't have it yet. As I said three months ago - this is definitely the most PC you're going to get for \$129!

The PC-Task 3.1 update is available free from Galaxy BBS on (03) 584 8590; it's also on Aminet. If you're modemless, you can get it for \$5 from Emerald Creative on (03) 585 2055, or dealers.

□

Pups 2
male 8
ks. old.
formed
phone
230
S
at 4
es,
t old,
50pw
ouse,
3239

Births

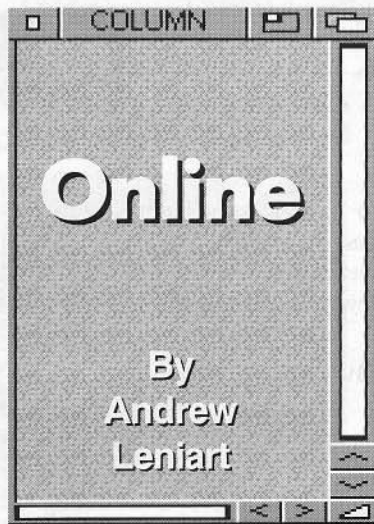
Congratulations to Jonathan and Greg. From Australian Amiga users. After nine months of intensive labour, Baby Opus was delivered on Monday! That's No. 5!

- Important -

If you want to take a look at the new Opus 5, please bring \$129.00 RRP to your local dealer. If you're considering upgrading, call Small-Biz Software on (074) 919 190.

PO Box 24, Golden Beach QLD 4551, Australia.
Phone: +61 (0) 74 919190 Fax: +61 (0) 74 926860





World Wide Web - the ultimate experience?

Surfing the graphical world of the World Wide Web has been acclaimed by many to be the ultimate InterNet experience. But is it? I don't think so, and here's why.

WWW - My First Experiences

I decided to wander away from the Unix shell environment at my Internet provider and upgrade my connection to a TCP/IP type interface. Like many, I'd heard of the benefits of being able to surf the net with one's mouse and wanted in on the action.

Well, I got in all right, but once the novelty of the pretty graphics wore off (this took about two or three hours for me), I was left wondering what all the fuss was about.

I'll admit that the TCP/IP experience I'm about to share was not with Amiga TCP software. I haven't gotten around to trying AmiTCP myself yet, but instead used an IBM clone package called Chameleon Sampler and NetScape for the exercise.

First Impressions

My first impression of the World Wide Web via a TCP/IP connection could be described as WOW - but that excited feeling soon mellowed to a bit of a sigh.

It's just so damn slow, even

with a 14400 Bps modem connection to my provider - and no, my provider does not go through the congested APANA link. They have their own commercial link to the Internet, and it's still painfully slow when using World Wide Web.

Everything you see on the Web is physically downloaded via the modem to your machine, and the software you're using then presents it to you on your monitor. Sure, most of it looks great, but is it worth the hassle of sitting there waiting for it all to come? I didn't think so. Well, not without a 28.8k modem anyway.

My surfing experience

I started off by exploring my own provider's web pages. Home on the Internet for me is:

<http://www.netspace.net.au/>

Everything looked fairly ho-hum and reasonably familiar, with many of the functions I was used to using via the Unix shell now accessible by clicking on a pretty box or underlined bit of text. Big deal.

Anyway, I eventually found an index which lists many Australian WWW sites. I found this index very useful - it saves many hours of blind stumbling around the Web trying to find a site which offers something you're interested in. Try it out yourself by surfing over to:

<http://www.softcom.com.au/WW-W.AU/index.html>

Australian WWW sites are generally much quicker to access than any overseas sites. The sites are indexed by subject, and there should be something there to interest everyone.

To give you an idea of what

you can find, categories include Architecture, Arts, Astronomy, Chemistry, General Research, Computer Science, General Education, Engineering, Environment related, Government sites, Media sites, Medical, Movies, Music: get the idea?

You can spend hours and hours just visiting these sites and seeing what they have on offer, most of it being text based articles and studies on various issues. I decided to whip over to the Media section and check out THE AGE, a Victorian newspaper's page, where I was able to read and download articles of interest that appeared in the last few issues of the popular paper.

A service like this is great if you want to find an article in a past issue which you forgot to save - but apart from that, it's far easier to just buy the newspaper or magazine and read it the regular way. This rings true with much of the information available on the super-highway - doing searches is great, but for a leisurely read give me paper any day.

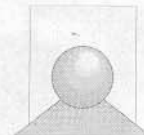
Finding your way around the world

The manufacturers of the software I was using have a site with an index of World Wide Web sites all over the world. You can check it out yourself by cyberspacing over to

<http://home.mcom.com/home/inter-net-search.html>

I also found a much easier way of finding interesting places to visit. Leech off the time that other experienced WWW users have spent instead. Allow me to explain.

Continued on page 50 . . .



Essence and Forge

By Jarrod Pudsey



It's 1 a.m. and that image is still looking decidedly drab. The spaceships are an unthreatening shade of blue, that planet looks like, a smooth grey sphere, and lets not even mention the trans-dimensional vortex in the corner.

Been here before? Apex attempts to solve this problem with volume two of Essence, a library of textures from organic to man made. In short, if you create com-

puter graphics you need Essence. Readers familiar with the 3D program Imagine will already understand how Essence works. Textures most commonly refer to pictures or bitmap images projected onto or around an object.

Essence contains a directory of algorithmic or procedural textures instead of actual pictures. Each one has different parameters controlling its appearance and therefore

can be altered to create a slight or completely new image.

Originally these textures were designed to be used with Imagine and to supplement its existing library of procedural textures. Most 3D programs come with built in procedural texture capabilities.

They offer a wider range of possibilities than with just one bitmap image as well as being much more memory efficient. In most cases they are just an extension of the other available surface attributes like reflectivity and transparency. How then can these textures be accessed by other 3D programs?

Unfortunately for non-Imagine users, they have to be rendered into a bitmap image and projected onto the objects. This is where Forge comes into action.

Forge is designed as a preview editor for these algorithmic textures. As in Imagine, their parameters can be altered and adjusted to change their appearance. Once your new texture is created it can then be saved as an attribute. To use this attribute, just set it to render and in a few seconds or minutes, depending on the image format selected, you have an image ready to load into your 2D paint or

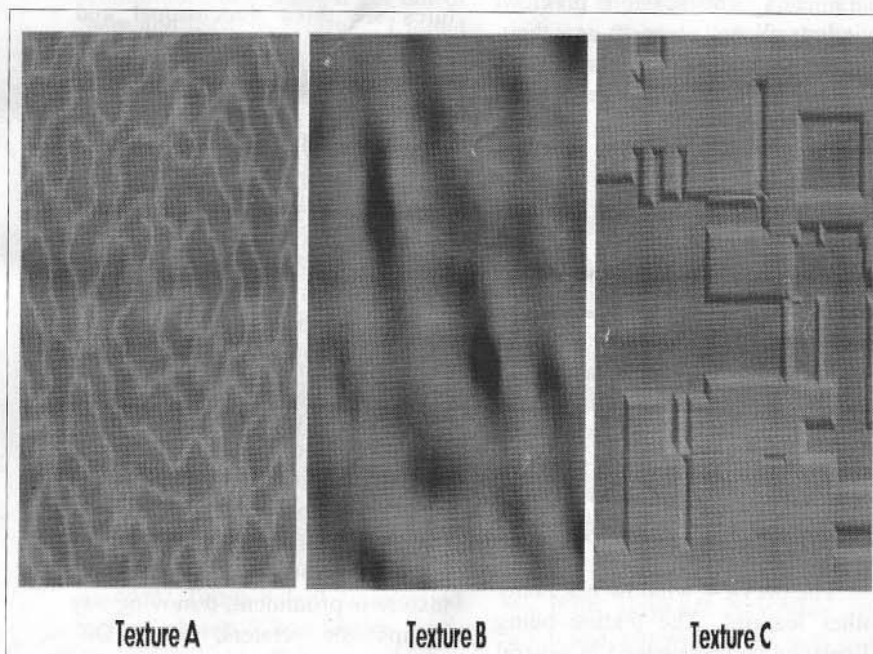
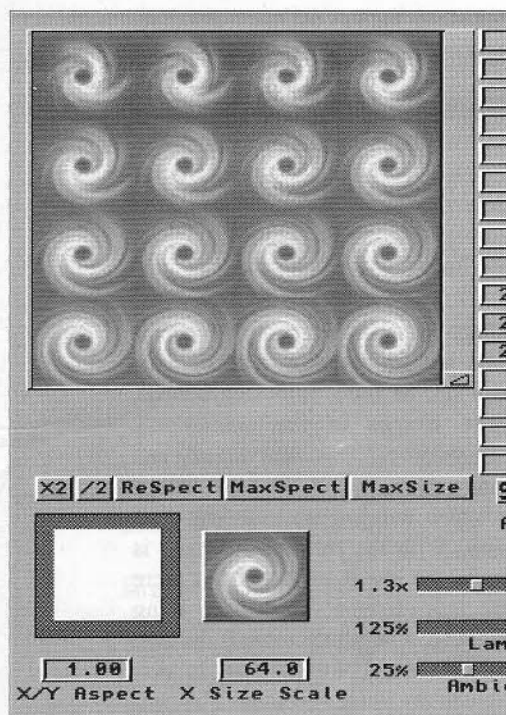
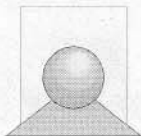


Fig 1.



justable frame rates. Because the animation storyboards are displayed in the preview window, adjusting the parameters will cause the image to begin redrawing into finer detail and the animation to be updated likewise. The result is an animation that can be altered on the fly.

Conclusion

As I said at the beginning, if you're into 3D computer graphics then you should have Forge and Essence at hand. They provide a very wide range of texture capabilities and at less expense to your hard drive space than a large collection of bitmap images. Volume I of Essence is also available to make the choice of texture that much more interesting. Be warned however, as I'm not sure if this tool actually increases productivity. You may find yourself spending the remaining hours of the night playing with all the neat buttons and watching the pretty colours appearing before your eyes.

□

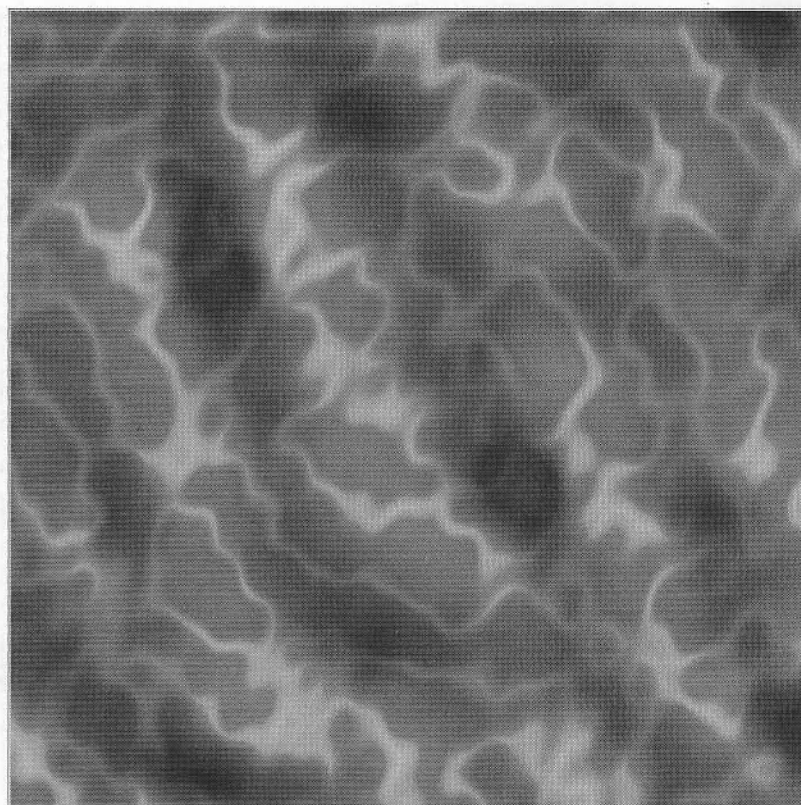


Fig 2.

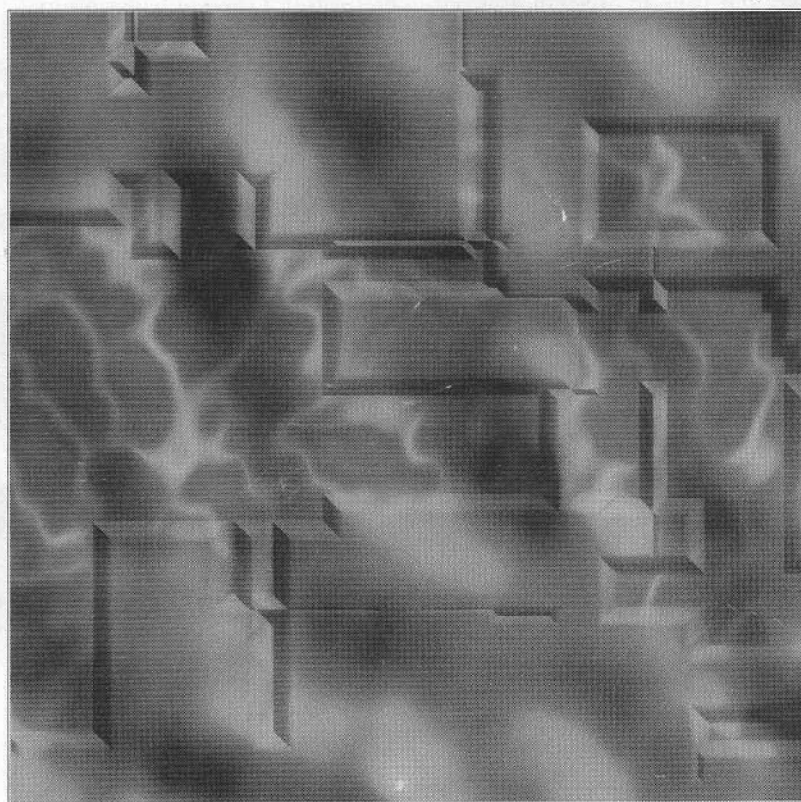


Fig 3.

Get on the Internet

with Amiga Review's Internet Disks

- Ready configured for AUSNET
- Functional version of **AMITCP/IP 4.1**
- Extras include **MOSAIC** and **GUIFTP**
- Install, Join up and **you're away**

ORDER FORM



Please accept my application for:

☐

AMIGA Review Internet Disks

**\$9.50 for 2 disks, includes
postage and packing.**



For credit card
orders enquiries
call free on 1800
252 879



Mail to:
Storm Front Studios,
PO Box 288,
Gladesville,
NSW 2111



OR fax this
completed order
form to
(02) 879 4236

PAYMENT DETAILS

(Please complete details below)

☐ **Yes!** Please charge my credit card:

☐ Bankcard ☐ Mastercard ☐ Visa

Card No

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Name of Card Holder: _____

Signature: _____ Expiry Date: ____/____

☐ **Yes!** Please find enclosed my cheque or money
order made payable to **Storm Front Studios**.

YOUR DETAILS

(Please complete USING BLOCK LETTERS)

First Name: Mr/Mrs/Miss/Ms _____

Surname: _____

Address: _____

State: _____ Postcode: _____

Phone: (BH) _____ (AH) _____



3D program. Sounds simple doesn't it? Well, the good folks at Apex have made it a bit more fun than that. When using Forge, the word "myriad" keeps springing to mind.

Essence comes with over 40 base textures to work with and alter, and from these about 160 example attributes have been created and included with the program. With all those parameters, something tells me that there are a lot of textures to be made.

System Requirements

To use Forge as a front end for the Essence textures a 68020 CPU equipped Amiga or above with at least a 2.04 ROM is required. You also need 68881 or 68882 FPU.

A set of optimised textures is included for those with an '040 Amiga. The speed of the textures overall have been improved for faster rendering on all compatible Amigas.

Interface

The Forge layout consists of a preview window and a column of parameters. The scalable preview window allows users to see their texture update as the parameters are adjusted. The image is refreshed first in a low "chunky" display and then constantly updated in higher resolutions until the final detailed texture is visible. This is an ideal way of achieving a real time preview, as you can usually see the benefits of their alteration in the first pass. Things such as the size of a textures tiles, a ripples pattern, or the colour can be adjusted with ease in this way. It's much more intuitive and creative than moving a slider and waiting one minute while the computer redraws the picture.

The preview window has many other features. The texture being displayed can be viewed in several different ways. The default view is

a sphere shape with the texture wrapped around it. This is mainly used just as a preview image of the texture. The way the preview looks is how the image will look when rendered, so some more useful views are available.

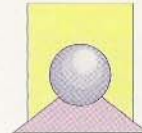
Of course there's the standard flat view in either the top, front, or side direction. This is because most of the textures are three dimensional. The default is looking from above, like onto a box or cube, so viewing from the front or side will yield a different display of the same texture.

A spherical or cylindrical view will distort the texture so when it's imported into a 3D program and wrapped around an object, it will join up seamlessly and appear correctly aligned and unwrapped. Pretty neat huh?

Repetition map also creates seamless images, but in a planar view for tiling textures. This technique is usually not as effective as creating a large image map, as tiling is sometimes obvious in organic surfaces, but it does greatly reduce memory consumption.

As mentioned before, the textures are three dimensional and Forge calculates them internally as a 3D surface. Lighting therefore plays an important part in how the image will appear. Controls have been included for light intensity and ambient light intensity. The direction of the light source can be adjusted to be either corner, directly head on to a surface, or positioned randomly.

Of course where there's lighting, there's shading. This affects how three dimensional the surface looks. Diffuse shading is the default and it gives the general shadowed hills and gullies in the textures surface. No Shade removes all shading so just the colour of the texture is prominent, removing any bumps or craters, and Diffuse+Spec is similar to Diffuse but



with the added highlights of a specular shine. The textures can be displayed in the preview window as four bit (16 colour or greyscale) and eight bit (256 colour) on AGA machines. The texture is internally calculated in 24 bit.

To save the preview image as a bitmap, simply select Render and choose a path name for the image. Advanced features are available when rendering for selecting an image format of IFF24, TIFF, JPEG, and PPM, six levels of antialiasing, greyscale rendering for bumpmap or alpha images, programmable image resolutions, number of frames with adjustable start and ending times, and estimated time of render completion. There's also ARexx support, with included scripts for displaying the image on Picasso, Opalvision, and EGS boards.

In addition to these features the preview window can have its aspect ratio altered, be zoomed in or out, and have the overall scale of the texture increased or decreased. A small coverage display just below the preview window shows how much of the texture is visible through the window in the form of a white box.

When you're zoomed in close, the white box can be dragged around to different parts of the texture to view that particular area.

But wait, there's more!

So you've loaded all the textures, adjusted their parameters, and made numerous other surfaces. What's left to do now? How about loading more than one texture at a time? Yes, there's that word "myriad" again.

Forge lets you load up to nine textures at once, adjust each one as you like, and then layer them all together to form an even newer surface. Example. The A and B textures of Figure 1 were combined to create the bumpy swirly surface in Figure 2. Texture C was then added with A and B to form the surface in Figure 3. Each of the nine textures can be toggled on or off to experiment with all their interactions.

Animation!

Forge works with start and end key frames for its textures, so once all the parameters have been set by either dragging the sliders or entering numerically, the values can be keyframed and cloned to the end keyframe. At either keyframe, parameters can be adjusted. Indentations along the slider bars indicate the

position value of the alternate keyframes' slider buttons. Now that the start and end values have been set, the texture can be animated from one appearance to another. Certain textures have a special time parameter for animation. Examples are the Cyclone Swirl or the Radar Scope textures.

To preview the animation, Forge has an interesting system. The preview window can be broken up, or tiled, into storyboards, little images of the animation's progression. This storyboard can range from a 2x2 division of the preview window up to a 5x5 division. With the first, each image is large and has more detail but there are less of them. To see the thing moving, a small thumbnail the size of the storyboard square is displayed on Forge's screen. This image is updated with each storyboard image to create the animation. The animation can be played or stepped forwards and backwards as well as ping ponged, all with ad-





Roll your own multimedia

with Helm

By Bradley J. Collins

What is Helm? Well, it's a multimedia authoring program. With it you can make kiosk presentation displays, reference books for your own home use or for other people or do all those other things which you can't find a program to do for you. Pottery, interstellar travel, changing the baby, things like that.

In short, Helm is an ideal and easy way to present information of any type.

What do you get?

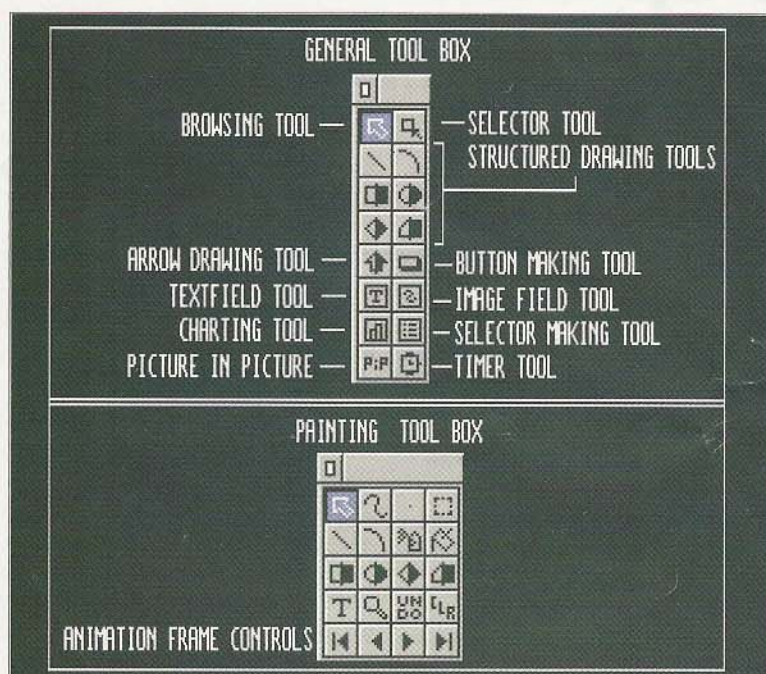
Helm comes on three disks with a 220 page A4 size manual. The manual lays flat and the text

doesn't go all the way into the centre of the page, so you can read it easily without having to jump on the book. Helm takes up just over 700k if you don't load all the example books that come with it. It requires 1Mb of RAM to run and will run on all Amigas with WB1.3 and up, but to use all of Helm's features you should have WB2.0. Helm uses the Commodore installer and worked perfectly first time.

How it works

The concept behind Helm is of a series of "Books", applications of various types, which are all linked to the "Bookcase". The Bookcase is where you start with Helm; it's a menu system for the Books.

With Helm you can display still frames or animations, you can play 8SVX or SMUS sound files, and you can use the "Dial" function to make phone calls. If you have GVP's IV24 video board you can have picture in picture capability. With the paint program you can do (almost) all your graphics internally; with the text fields you can make text files, import external text and manipulate it and with the link function any changes you



The Draw tool box and the DPaint-like Paint tool box.
Some functions of both boxes are left button/right button selectable.

make within Helm will automatically update the parent file. You can use the MIDI channel to control instruments, and Helm can also control an external genlock. There are 15 effects to choose from when moving between pages.

Helm has inbuilt graphing - bar, scatter, line, pie or area, all with axis, grids, labels and regression lines if you need them. All charts can also be rotated 90 degrees if necessary. Do you need a calendar? Helm will draw one up for you. Each day can automatically be a button that when clicked on will invoke an event, for example look up the day's events and display them through a script.

Helm works on two seamlessly integrated levels. The first level is that of making an object, a button, textfield, image field or whatever that, when clicked, will perform an action from a pre-supplied list.

Giving an action to a button (or whatever) is a piece of cake. When you go to an object's action requester, you're presented with a scrolling list in the bottom window containing possible functions. Select the one you want by dragging it to the top window. Depending on the action you chose, a new window will open to the left with choices on how that action will behave.

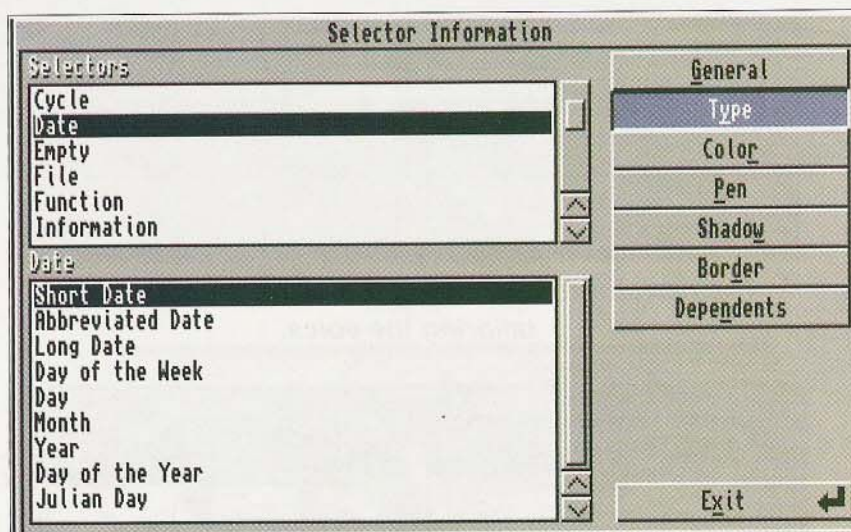
For example, suppose you put a button on a page of text and you want to show a picture if the reader hits the button. All you do is choose visibility from the bottom scrolling list, drop it into the top list and when the window on the left opens it will give you the names of all the objects on that page. All you need to do is select the name of the picture you want to appear, set that picture's original state to invisible (from the picture's information requester) and Bob's your uncle.

Say you make an address book and you want a phone dialling but-

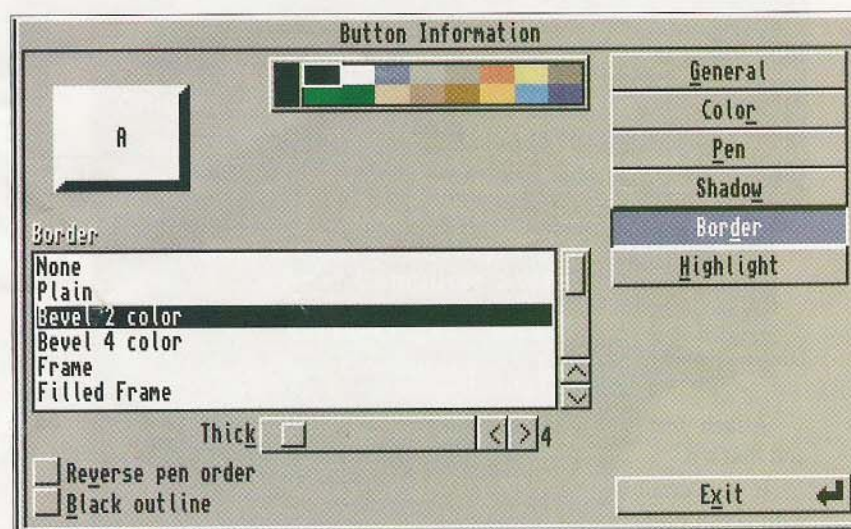
ton on each page. No problem. Make up the dial button, select touch tones from the list of possible actions and drag it to the top window, put the number to dial in the requester that comes up. Hey presto, hit the button and the touch tones come out the speaker. Hold the phone near the speaker and the number's dialled for you.

Easy scripting

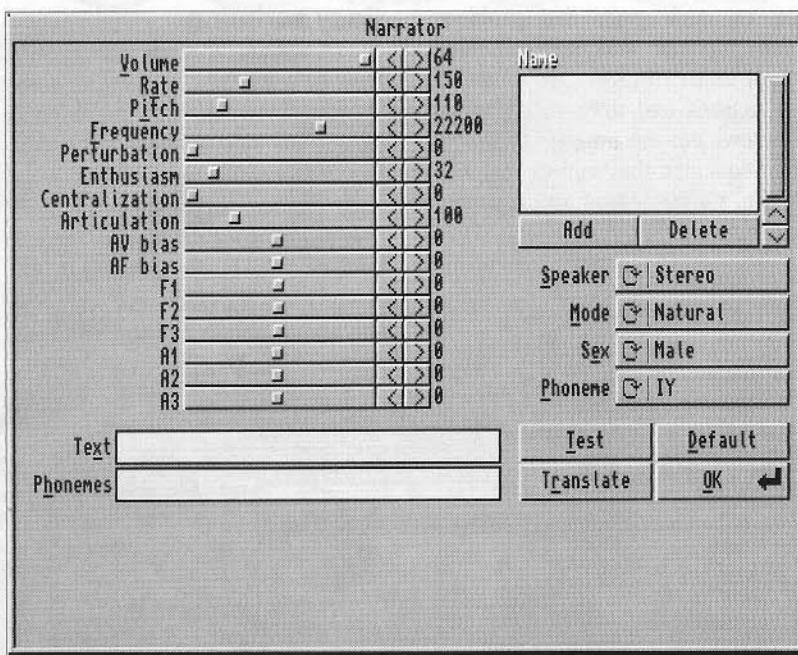
Making Helm do things like this is easy, but there are some things it can't do with the built in functions. That's where the scripting language comes in. Oh no, I hear you say, lots of unintelligible computer speak! Nope. Helm's scripting language is almost like using plain English. For example, the above phone dialling would be scripted like this:



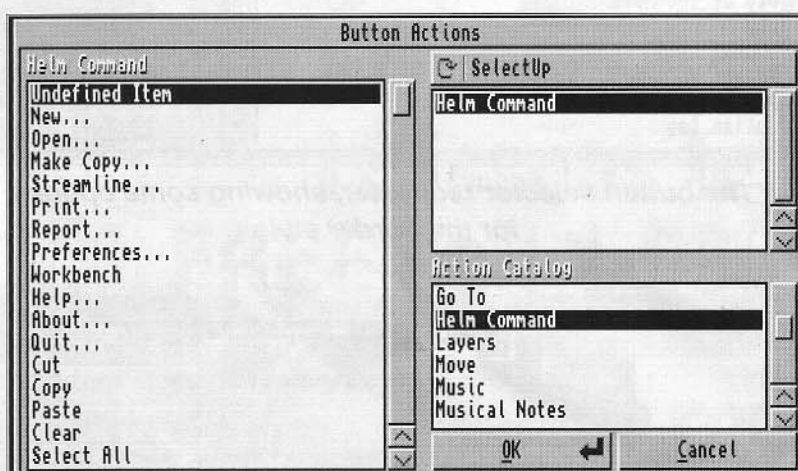
The button selector requester, showing some options for the border style.



An information requester set up to show the date, with the various formats that it can use.



The narrator tool, showing the various controls for tailoring the voice.



The button action requester set for a Helm internal command.

Dial textfield "telephone number"

Attach that script to a button, and that's it.

If you combine inbuilt actions with script commands, you can design some very powerful functions very easily. If you are making a book that'll have the same function

on each page (say an address book), you use the "Form" function. You create your page on a Form, with different textfields for different pieces of information.

Then, when you go to a new page, all the textfields and buttons are reproduced for you. All you have to do is fill them in. Couldn't be easier.

It's the sheer easiness of using Helm that I like. In the scripting language, you don't need to declare what sort of information a variable is going to have in it. Information being manipulated is stored in containers, and a container can hold anything without being told what's going into it first. You can't put a music sample into a container that already holds a picture, but just about everything else is legal.

Better than Tupperware?

In Helm, containers are very important, and powerful. If you have a container with some text in it, then you give a script command to put other text into the same container, the second lot of text will replace the first. If you do the same but use the keyword "Before" or "After" rather than the keyword "into", the original text will not be deleted, and the second lot will be added to it either before or after the original.

There are powerful and easy to use string referencing and stripping functions, so you can gain access to various bits of text within a container. For example, you can specify the first character of the second word of the fifth line of the text in the container called "storage".

The menus are fully configurable. There's a comprehensive reports facility that lets you define several reports by adding the information you want to a list and giving that report a name; then all you have to do is select the report's name to have the information you need printed out.

Built in paint

The paint program's no Deluxe Paint or Brilliance, but it's still very powerful, with 16 different modes included, (smear replace, tint, gradient 1/2, chaos and more). I particularly like the way Helm's paint program handles animations.

You define an image field by dragging out a box, and then import your image or animation. It doesn't matter whether it's single frame or a multiframe animation - they're all handled the same.

Like everything else in Helm, making buttons is a doddle. Drag out a box, go to the information requester and set the colour, border style (13 to choose from), border thickness, highlight colour and so on from a list. It's too easy for words. You can change anything you've created at any time; nothing is set in stone in Helm.

If you have the translator and narration libraries in your machine, the narrator tool is a real giggle. You go to the narrator tool, give the voice a name and then play around with the slider controls to get it sounding just the way you want. You can change the rate,

pitch, frequency, emphasis and so on, and allocate the different voices to different functions so you can have buttons that speak back to you in different voices. Hypertext is easy, also. Select the section of text, declare it as hypertext by selecting that function from the menu bar, then give it an action.

But wait, there's more!

There is far more in Helm than I have covered here; to cover everything would take a 220 page manual, which indeed it does.

Helm is like building a house. You wonder where to start and how to do the things you want to do. You make false starts and have to go back and try a different approach, and sometimes it seems that "you can't get there from here", but you can. It's all there. If you can visualise what you want,

Helm will supply the building blocks, all neatly cut to fit together smoothly. It's not a steep learning curve by any means, but it does take some time to find the best way of achieving an end, if only because there are so many ways of putting the blocks together. My only criticism is the manual. While it's very good, the layout of information and the cross referencing is a bit disorganised. Some things aren't in the index and you have to read through to them. Two index entries don't have a page number; I put this down to the fact that they've recently changed to a new manual format. Hopefully these (very minor) shortcomings will be rectified.

Am I happy with Helm? You bet.
Contact Emerald Creative on (03) 585 2055. Helm costs \$150.

Software! Hardware! Peripherals!

Games!	Games!	Games!
Beau Jolly Collection	\$79.00	AlfaRam 500 \$229.00
Canon Fodder, Chaos Fang, Settlers & T2		Tandem IDE Cont. \$169.00
Campaign 2	\$79.95	OS3.1 1200/3000/4000 \$199.95
Fifa's International Soccer	\$79.95	OS3.1 500/2000 \$179.95
Lord's of the Realm	\$79.95	Programming
Mortal Kombat II	\$79.95	Amos Professional \$99.95
RBI 2	\$49.95	Amos Pro Compiler \$79.95
Sim City 2000 AGA	\$79.95	CanDo 2.51 \$187.00
Skidmarks	\$69.95	CanDo 3.0 \$530.00
Superskidz	\$69.95	Modems
Valhalla	\$69.95	144FM Maestro \$379.00
Valhalla 2 Before the War	\$79.95	288FM Maestro \$479.00

AMIGATECH

Phone Direct 015 147 403 Money Order, Cheque,
Record Your Order (075) 936 881 Bankcard, Visa Card,
Fax Your Order (075) 936 870 Master Card.
or Mail Order: P.O. Box 356, Burleigh Heads, Qld. Aust. 4220.

AMITAR

AMIGA SPECIALISTS

NEW & USED HARDWARE & SOFTWARE
BOUGHT, SOLD & TRADED
OVER 400 TITLES IN STOCK!
REPAIRS & UPGRADES
BOOKS, ACCESSORIES, PERIPHERALS
HUGE PUBLIC DOMAIN LIBRARY
OVER 10,000 DISKS AVAILABLE
Amitar, 17Bit, Fish, TBAG, LSD, Assassins
3-Disk Catalogue \$5
CD-ROM & CD32 TITLES
Mail Orders welcome

AMITAR HOME COMPUTER SYSTEMS
1/36 GILLAM DRIVE, KELMSCOTT
WESTERN AUSTRALIA 6111
Phone/Fax: (09) 495 4905

Hard Drives

Seagate 270/540Mb IDE	\$279/\$349
Seagate 720/1050Mb IDE	\$449/\$639
Seagate 210/455Mb IDE 2.5"	\$349/\$639
Quantum 540/730Mb IDE	\$329/\$409
Quantum 540/730Mb/1.4Gb SCSI-II	\$389/439/1149
SyQuest 105/270Mb SCSI-II 3.5" removeable	\$390/\$590
SyQuest 105/270Mb cartridge	\$100/110
Ext SCSI box incl. SCSI cable	\$150
A1200 Squirrel PCMCIA SCSI controller	\$159

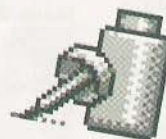
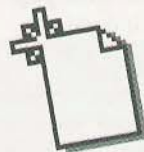
A1200 Pyramide RCA and 020/28Mhz TRA	call
Rombo Products	call
Vidi Amiga Products	call
CD32 Communicator	\$99
CD32 Paravision SX1 incl. free keyboard and Fish CD	\$399
A1200 DKB 1202/20Mhz	\$169
A1200 DKB Cobra 68030/28Mhz	\$349
A1200 DKB Cobra 68030/40Mhz	\$419
A1200 DKB Mongoose 68030/50 incl. co-pro	\$619
A1200 Mongose/Cobra SCSI-II controller	\$175
Ext. floppy drive 880Kb/1.66Mb	\$149/\$249
Electronic Design Y-C Genlock	\$649
Electronic Design Neptun Genlock	\$1099

Phone for our free 95 pricelist on disk

Fonhof Computer Supplies

64 Cross Street, Baulkham Hills, NSW 2153
Phone (02) 639 7718 Fax (02) 639 5995

Get organised with Digita Organiser - *a special preview*



By Andrew Farrell

► My desk is not neat. However, it is organised. It's a struggle against the constant barrage of news releases and review products, not to mention the constant pressure of

deadlines. The one thing that helps me stay organised is my Personal Information Manager or PIM. I wrote it using CanDo. It's a little slow, but it does just what I want.

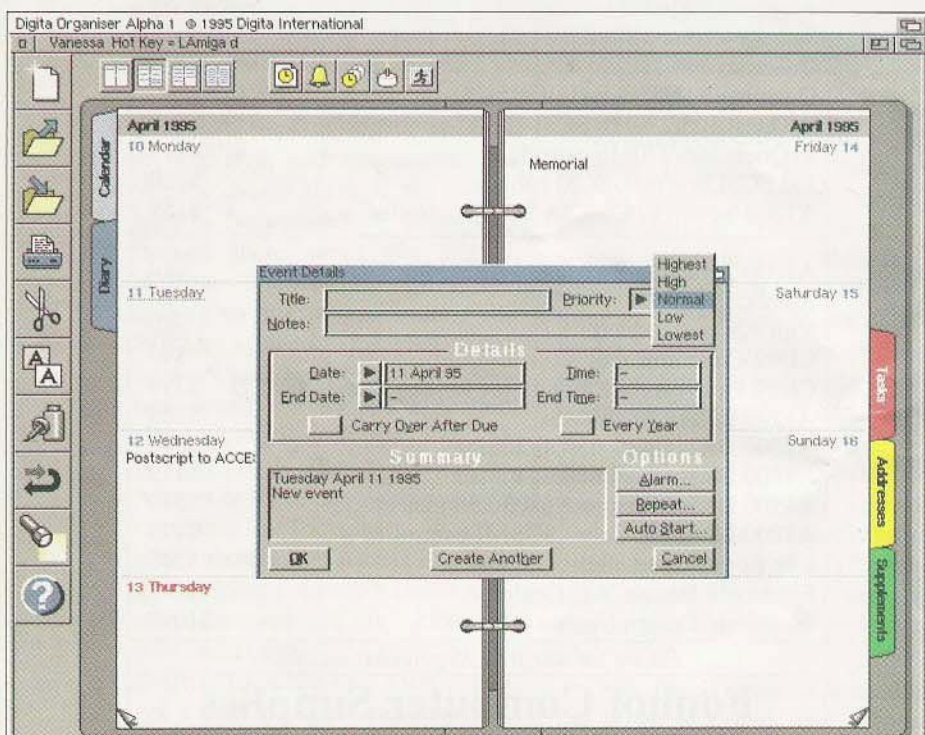
Now, there's a real PIM that promises to integrate with other applications and provide a true electronic equivalent to the ever popular Filofax. Organiser looks like a real diary. It has animated pages and tabs for dividing information into groups. There are five sections in all, however not all were implemented on the alpha copy we managed to get a sneak preview. The final version will include a Calendar, Diary, Task list, Address Book and Supplements section.

On Screen

The interface follows the same look and feel as other Digita products, such as Wordworth. That means Digita's Digisense system is included which helps you complete entries without having to conform to specific formatting standards.

For example, a date may be entered as 3 days, Mar 3, or just type the 15th and Digisense will make a decision as to what you mean depending on the context.

You could even enter a word, like tomorrow or today or a short



The familiar Filofax look that makes a PIM a snap to learn.

BUY - SELL - SWAP

We have massive amounts of new and used parts for all Amiga computers! These are ex-shop stock, liquidation merchandise and parts as traded. For example:

- Spare chips, Motherboards and components
- Various 286, 386 bridgeboards from...\$200
- A4000 4Mb 72 Pin SIMM...\$250
- A2000 Accelerator cards from...\$CALL
- Various SCSI/IDE Hard Drives from...\$CALL
- Genlocks - basic \$200, Sound Samplers from \$50
- All types of memory chips (per Mb)...\$50+
- 2.5" to 3.5" IDE converter & cable...\$40

FOR ANY REQUIREMENTS ON HARDWARE CALL
(054) 416 054 or AH mobile 015 349 194

We are taking subscriptions for all overseas magazines including CD32 & IBM to you within two days of release.

CALL NOW

Repair Facility

We have extensive experience and spares for Hard Drive repairs and Data recovery. We will buy and trade unwanted hardware. Call for latest pricing on 2.5" to suit A600 /A1200. Sizes from 40-250Mb. We also install data/power cables for Hard Drives - delivery ANYWHERE!

Hard Drives

- ★ IDE Hard Drives up to 1 Gig
- 540Mb internal upgrade kit for A1200 - \$475
- ★ Various sizes SCSI/SCSI-II up to 9GIG!
- ★ Delivery anywhere.
- ★ Removable media also available
- ★ Bernoulli / Syquest / CD ROM / Seagate BARRACUDA

BUY WITH CONFIDENCE

We have been in business for 6 years servicing and selling IBM and Amiga equipment. We are Original Equipment Manufacturers and source parts from the Authorised Importers.

LICENCED SECOND HAND DEALER

FAST TURN AROUND ON AMIGA HARD DRIVE AND PERIPHERAL REPAIRS

DISK - - TECH

SHOP 2-176 LYTTLETON TCE BENDIGO PH (054) 416 054

Shareware Access

Suite 11, 9 Abel Street, Penrith 2750
Open 9am-6pm Mon-Fri, Saturday till 4pm

Phone: (047) 222-893
Fax: (047) 215-277



CD-ROM DRIVES

- Sony IDE CDU55e 2spin Multi session **\$299**
- Sony SCSI CDU55s 2spin Multi session **\$399**
- Power Drive + A1200 SCSI Controller **\$649**

AMIGA MONITORS

- Commodore 1084 Stereo (used) **\$220**
- Amiga 1940 Multi Scan (used) **\$400**
- Phillips 14" CM8833 Stereo **\$499**
- MicroVitec 14" Multi Scan **\$799**
- Full range of NEC monitors **Call**

PRINTERS

- Panasonic KX-P1150 NLQ **\$299**
- Panasonic KX-P1121 LQ **\$399**
- HP DeskJet 540 Inkjet **\$669**
- HP DeskJet 560 Colour **\$1049**
- OKI DATA 4ppm Laser OL400E **\$1190**
- HP LaserJet 4L 1Mb **\$1399**

AUDIO & VIDEO

- Vidi Amiga 12 Standard **\$149**
- Vidi Amiga 12 Real Time **\$349**
- Vidi Amiga 24 Real Time **\$499**
- RocTec Plus RG310C Genlok **\$299**

SECONDHAND SYSTEMS

- A500 1Mb **\$220**
- A600HD/40 **\$450**
- A2000HD/52 **\$570**
- A1200HD/40 **\$850**

All units come with
* Mouse
* Manuals
* Workbench
* 3 Months Warranty

MOUSES & JOYSTICKS

- QuickShot Apache, with BioGrip **\$29.00**
- QuickShot Python 1, with Auto Fire **\$39.00**
- Green Mouse 400dpi resolution **\$27.95**
- GI700 Cordless, InfraRed control **\$44.95**
- GI6000 Optical, No ball to clean **\$64.95**

QUANTUM HARDDRIVES

- 270 Mb 3.5" Maverick fast SCSI 2 **\$329**
- 365 Mb 3.5" Lightning fast SCSI 2 **\$360**
- 540 Mb 3.5" Maverick fast SCSI 2 **\$420**
- 730 Mb 3.5" Lightning fast SCSI 2 **\$520**

All with Full 2 Years warranty

SEAGATE HARDDRIVES

- 131 Mb 2.5" IDE, to suit A1200 **\$399**
- 340 Mb 2.5" IDE, to suit A1200 **\$449**
- 545 Mb 3.5" IDE, to suit A4000 **\$399**
- 850 Mb 3.5" IDE, to suit A4000 **\$499**

All with Full 3 Years warranty

MEMORY EXPANSIONS

- A601 1Mb Chip with clock, A600 **\$149**
- 2Mb PCMCIA card, A1200/A600 **\$265**
- 4Mb PCMCIA card, A1200/A600 **\$399**
- 1Mb Dip ram chips for A590/A2091 **\$80**
- DKB1202 ram card with 4 Meg **\$440**
- DKB1202C with 68882 copro **\$225**
- DKB1202C with 68882, 4Mb ram **\$515**
- Cobra28, 030EC, CoPro, 4Meg **\$625**
- Cobra 40MHZ, 030 + 4Meg ram **\$699**
- Mongoose 50MHZ + 4 Meg Ram **\$979**

FREE INSTALLATION

We don't charge to install new gear purchased for us, ITS FREE!

UPGRADES & REPAIRS

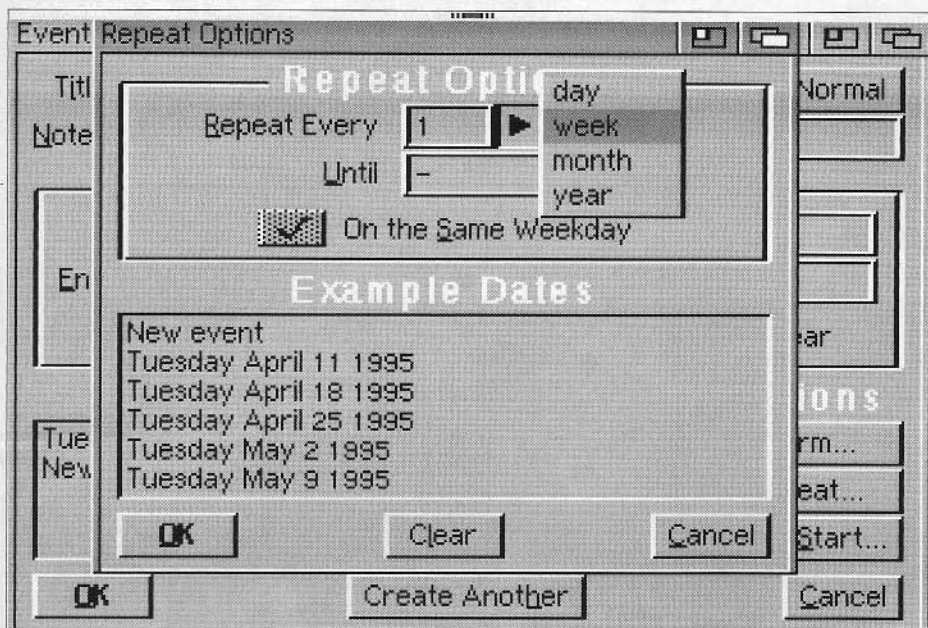
We provide a inhouse repair and upgrade service. With very fast turn around time.

DYNALINK MODEMS

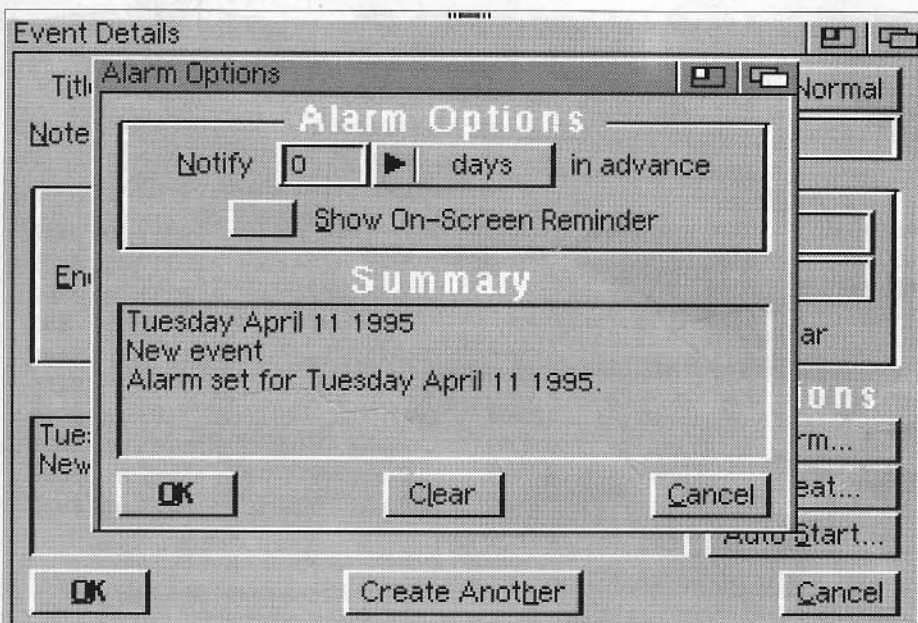
- 14.4K Fax Modem including Gpfax **\$349**
- 28.8K Fax Modem including Gpfax **\$489**

TRY ONE OF OUR SUPPORT BBS

- Blue Crystal BBS (045) 720 373
- Planet X BBS (02) 832 2776



Events can be repeated and prioritised with ease.



Automatic reminders days or weeks in advance - but what about minutes?

date like 1d for December, 1st. Pop down lists also offer mouse selectable alternatives. Standard Amiga style guidelines are adhered to, something which is becoming the norm rather than the exception with more recent products. The standard clipboard is supported, along with Workbench Appmenu and Applecon drag and drop.

Files and Printing

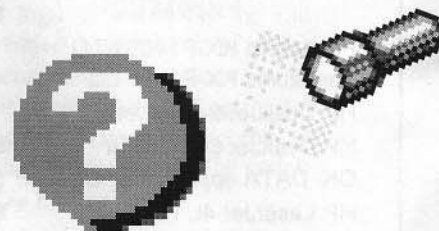
Multiple organiser files are supported, along with timed auto-save. Data can be shared with Datastore and Wordworth although we were not able to test this feature.

The old Day-by-Day file format may be imported. Information can be printed out ready to clip into your hard copy Filofax, Rolodex, Day-Timer or Time Manager. The alpha version did not have any of the print functions finished, so I look forward to testing them in the future.

Diary and Address Book

Adding events to your diary invokes a small window that makes adding the details relatively easy. The various viewing formats were not yet available, apart from the week at a glance, which tends to get a bit cluttered for my liking. Events may be given a priority, and set to repeat automatically.

For example a reminder for me to call a contributor could occur every day, week, month or year until a certain date, on the same day of the week if I so desire. Powerful stuff. Conflicts are detected, and advanced reminders can be given





using a flash, or sample sound. Reminders can be days or weeks in advance - which is annoying if you're trying to keep an appointment and need a reminder an hour in advance - hopefully the final version will fix this.

Missed reminders are displayed when you first start up - simply drop *Organiser* into your *WBStart-up* drawer. Tasks can also be included, with five levels of priority. In the address book section, a nice touch is the option of choosing the field name for the second telephone field so you can make it a fax number, home number, email address or whatever.

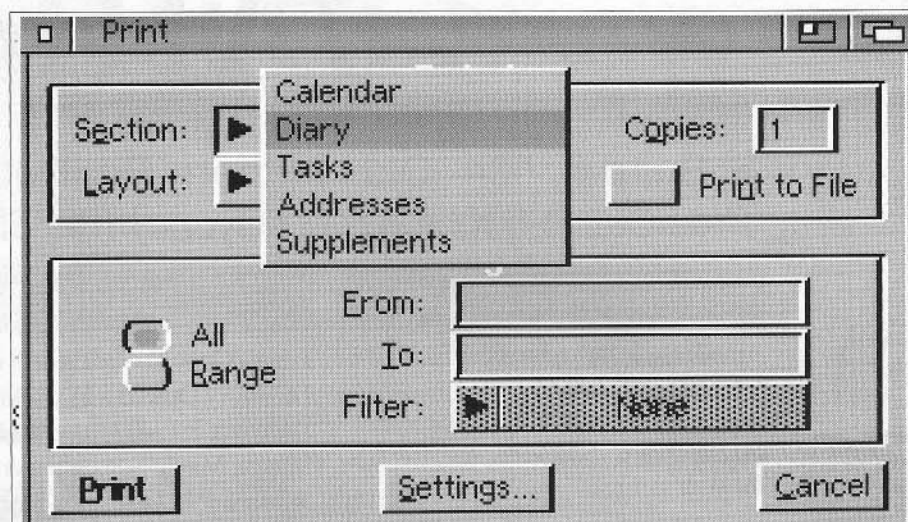
However, an extra phone field would be handy as many people have a fax and email address these days, plus a home number as well as the normal office number.

More space here please *Digita* - and how about a dialler? Overall, the diary offers a reasonably good range of features considering this is only the alpha product.

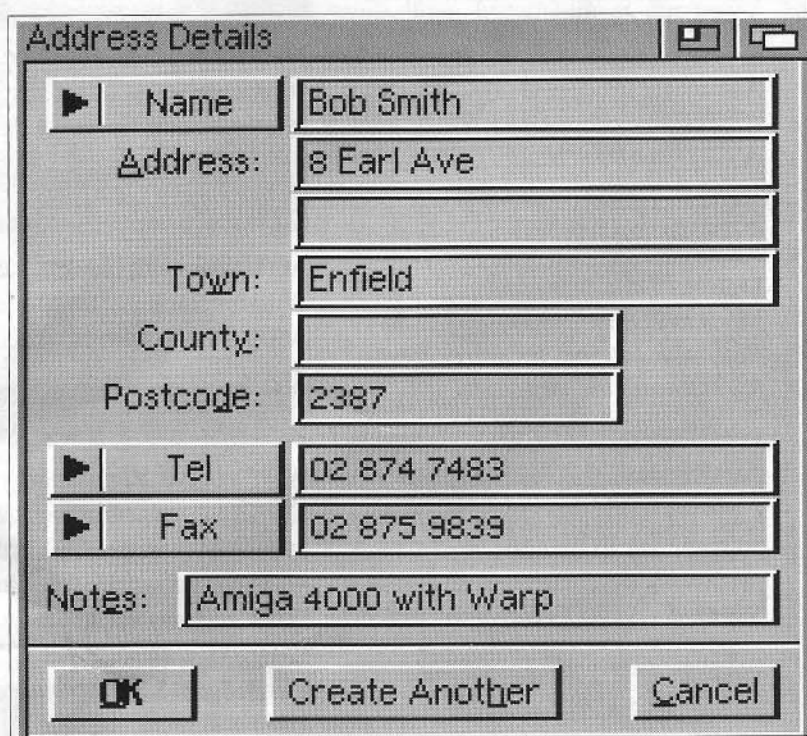
Overall

Digita's Organiser looks very promising. Many features were still missing from the alpha version, however the look and feel was very impressive.

Digita are going about expanding their suite of products in a very professional and organised fashion. They are well placed to become a cornerstone of Amiga development in the future. For more information contact Amadeus on (02) 651 1711 or fax (02) 651 1710. Recommended retail price will be \$99. Expect to see a full review within the next two issues.



For those on the run, your diary can be printed in various standards formats.



Only two telephone fields- but the second can have various field labels. This section needs to be expanded.

Amadeus

• Suite 6, 534 Old Northern Rd, Round Corner NSW 2158 •
Free Call: 1-800 808 503 • Sydney (02) 651 1711 • Fax: (02) 651 1710

NEW Showroom and Office

Amadeus have relocating to new premises. All are welcome to come and browse through our wide range of Hardware, Software and Games for your Amiga.

Reference Book Sale

Mastering Amiga DOS2 Vol.1....\$19
Mastering Amiga Printers.....\$19
Mastering Amiga Systems.....\$29
Amiga 3D Graphic Programming
in Basic.....\$9
Assembler Insiders Guide.....\$19
A1200 Next Steps Guide.....\$19
All inc. free book More Tricks & Tips

Fax/Data Modems

Maestro 14400.....\$399
Maestro 28800.....\$449
*Both with Internet software, comms,
fax software and all cables.*

Amiga Accessory & Sales

Call for a quote on a preloved Amigas and accessories. Amiga trade ins always welcome even on a PC.
Wanted - A1200's for cash!

Emplant

At last the PC Emplant is here. Now you can have the ultimate multi-platform machine. Amiga, MAC and PC in one complete System
MAC and PC.....\$1099
MAC only.....\$799
Upgrade to PC.....\$Call

Workbench 3.1 Upgrades

A3000/4000/1200.....\$199
A500/600/2000.....\$185

Utilities

Power Copy Pro 3.03a still only..\$39
Directory Opus 5 - In stock.....\$129
DirWork 2.1 *while stocks last*.....\$69
Maxon Magic Screen Saver.....\$49
While stocks last!
PC Task 3.1.....\$119
*Turn your Amiga into
a multitasking PC.*



Monitors

Microvitec 1438 Multisync.....\$799
1084S S/H.....\$220
Multisync S/H from.....\$250

A500/A600 RAM

A600 1Mb with clock.....\$149
Without clock.....\$129
A500 1/2 Mb with clock.....\$79

Home & Small Office Software

Wordworth 3.1.....\$149
Call in for a demo. The best by far.
Money Matters.....\$99
Makes light work of your finances.
WB 2 and above.
IOQ 100.....\$99
Easyledgers 2.....\$399
Used and recommended
by Amadeus.
Call in for a demonstra-
tion or we can send you
a Demo Disk.



Cheap Office Software

WordWorth 2.....\$29
Home Accounts 2.....\$29
WB 1.3 Amigas and above.
Both inc. free Tricks & Tips book.

CD ROM Drives

NEC CDR 25.....\$249
Sony CDU S55.....\$499 Internal
.....\$599 External
Squirrel SCSI II CD ROM.....\$649
For A1200/600 only

CD ROM Software

Aminet Selection 1-4.....\$8
Aminet 5.....\$2
Gold Fish Vol 1 or 2.....\$2
17Bit CD's from.....\$4
CD PD collections.....\$4
EuroScene.....\$4
Clip Art / Image discs from.....\$4
Insight Dinosaurs.....\$4
Insight Technology.....\$4
Space and Astronomy.....\$4
Light ROM Vol 1 or 2.....\$4
Australian Graphic Encyclopedia.....\$4
Call for latest titles.

CD 32 Games

Road Kill, Rise of the Rol
Jungle Strike, Theme Park, Ber
A Steel Sky, Simon the Sorcer
Mega Race, The Lost Eden,
Divil, Super Stardust, UFO, C
Fodder, PGA European Gol
Skeleton Krew.
Call for latest prices.

Amiga Games

New World of Lemmings
Road Kill AGA, Theme Park
European Golf, Skeleton
Fields of Glory, Rise of the F
Sim City 2000 AGA, S
World of Soccer & Beau Jolly
Call for latest game titles & p

FREE Call Hotline: 1-800 808 503

Computers

Dealers enquiries welcome for Pyramid, Microvitec, Digita, Rombo and Cloanto

Paint and Animation

Art Department Pro 2.5.....	\$229
Brilliance 2.....	\$99
Magic Lantern.....	\$139
Photogenics.....	\$139
Vista Pro 3.....	\$89
Light Wave V4 available.....	\$Call
L/W Video available, Amiga or PC	
Personal Paint 6.1 (1995).....	\$99



Hard Drives

A600/1200/SX1 200MB SG.....	\$399
3 1/2" IDE 730Mb.....	\$449
3 1/2" IDE 1Gig.....	\$699
3 1/2" SCSI 730Mb.....	\$599
3 1/2" SCSI 1Gig.....	\$1099

Printers

HP 4L laser.....	\$1099
HP 540 colour inkjet.....	\$699
Citizen GSX 220 colour.....	\$340
Epson Stylus colour.....	\$999
<i>With Studio II printer software</i>	

Databases

Datastore.....	\$119
Superbase Personal 4.....	\$199
Superbase Professional.....	\$349

CD32 / SX1

SX1 module - with keyboard.....	\$429
Upgraded power supply.....	\$129
CD32 unit.....	\$349
Competition Pro Joypad.....	\$49



Multimedia

Helm.....	\$150
Scala MM400.....	\$449
Scala Echo.....	\$269

Electronic Design Genlocks

Y/C Genlock.....	\$699
Neptun Genlock.....	\$1169
TBC Enhancer.....	\$1799
<i>Add \$129 for Adorage 2 Bundle or \$349 for Scala 400 Bundle</i>	

Scanners & DTP

Alfa Scan 800.....	\$299
With OCR.....	\$339
Epson GT 6500.....	\$Call
PageStream 3.xx.....	\$399
Professional Draw.....	\$159
Fontasia 300 CG/PS fonts.....	\$79

Accessories

GVP 4008 Controller card.....	\$299
Alfa Data floppy drive.....	\$159
JEC high density floppy.....	\$249
Mega Mouse.....	\$39
Alfa Data optical mouse.....	\$79
Pyramid Midi Interface.....	\$69
Pyramid mouse master.....	\$49
Pyramid A1200 clock.....	\$39
Banx disk box.....	\$29
Keyboard Skins.....	\$39

Rombo Digitisers

Vidi Amiga 12.....	\$149
Vidi Amiga 12RT.....	\$349
Vidi Amiga 24.....	\$499

A1200 Expansions/Accelerators

Come in and discuss the option that's right for you or call for a recommendation. It can be confusing and we can help you sort out the wheat from the chaff.

DKB, GVP and Pyramid Accelerators and RAM Expansions with and without SCSI, Co-Processors etc. Call for a quote tailored to your needs. Free Installation at our new premises.

Pyramid Products



TRA 1200 020 28Mhz
With Clock and 4MB.....\$499
Add \$50 for a 68882 Co-Processor
Supercharge your A1200 at a budget price. SysInfo clocks it at 3.79 times the speed of a standard A1200. Uses standard 72 pin SIMMs in 2, 4 or 8MB Configuration.

RCA 1200 8MB RAM Expansion
With Clock and 4MB RAM.....\$429
Budget priced RAM expansions. Uses standard 72 Pin SIMMs.
Add \$50 for a 68882 Co-Processor.

SunRize Sound Cards

AD1012/Studio 16.....	\$499
-----------------------	-------

30 Day Money Back Guarantee. We accept Bankcard, Visa, Mastercard and AMEX. Cheque, Money Order, Direct deposit or COD. Lay-By also available.

FREE Delivery • Call Line • Disk Catalogue

ZedREXX

Simple GUI creation

By Nigel Donaldson

Released without any fanfare in December 1994 was a freely-distributable evaluation version of ZedREXX for the Amiga. It comes from a company called Reality Check, led by a former Commodore employee, David Junod, noted most for the development of the AmigaGuide system.

To quote from the manual, ZedREXX is "a REXX Language Extension that adds sophisticated Graphical User Interface (GUI) capabilities, using an easy-to-use yet extremely powerful syntax". Put simply, this means you can easily build a GUI into your REXX scripts.

The only other product that does this sort of thing is rexxarplib, but the latest, and probably last, version of this was written in the early days of Workbench 1.3 and shows its age. Indeed, its author is quoted as saying, "Finally I can toss away rexxarplib.library!" Enough said.

Rexxarplib, though, is free, unlike ZedREXX. The freely distributable archive is an evaluation version of ZedREXX; you have to register it if you use it regularly. But ZedREXX provides font and

text sensitive layout of all GUI elements, drag and drop support, iconification, resource tracking, automatic snapshotting of window size and placement, support for context-sensitive on-line help and control via keyboard shortcuts. Not a one of these is in rexxarplib.

You need a 1Mb Amiga with KS2 or above running AREXX. The registered ZedREXX package includes bonus Amiga memorabilia - I picked up four miniature Boing and Rainbow-Tick Amiga faceplates! There's also an oversight - the registered ZRX program maintains it is the freely-distributable demo version.

What you get

The package is installed with the standard Installer. It's not very big - just a few libraries, class files, and support utilities and commands, together with several basic examples that demonstrate most of the features of ZedREXX. You also get a nice formattable text displayer (Viewer) with support for in-line images, a program with a command set strongly resembling that of AmigaGuide.

ZedREXX scripts can be run

either from Workbench (through a Project icon) or the shell. Note that the tool required to operate such a script is ZRX, rather than the standard Commodore RX. Listing 1 shows a simple ZedREXX script file, zDemo1.zrx, that opens an Intuition window with some simple menu options and a text display gadget and button gadget. The result of this script is shown in Figure 1.

Script structure

There are essentially two components to this demo script. Firstly, there's the application data section at the top of the listing between the zInterface and zEndInterface commands. This is where all "zObjects" (Intuition windows, menus, and gadgets) and their attributes are defined. Typical attributes are a gadget's text label and label positioning, and the active element of an object with multiple elements, such as a cycle gadget.

Next, there's the event-processing section. Each object defined in the application data section has an event, or action, associated with it. For example, button gadgets and menu options can be

Listing 1

```

/*
** $VER: zDemol.zrx V1.0 N.J.Donaldson (17/03/95)
**
** A demonstration of some features of ZedREXX.
*/

OPTIONS RESULTS

/*
** Application Data.
*/
'zInterface zDemol PubScreen Workbench'

/*
** Window.
*/
'zWindow MainWin Label "zDemol.zrx" Open Vertical CloseEvent'

/*
** Menus.
*/
'zMenu Project'
'zObject Button Menu_Quit Label "&Quit " SelectEvent'
'zEndMenu'

/*
** Gadgets.
*/
'zGroup Vertical Alignment Center'
'zObject TextDisplay Value "A demonstration script that lacks imagination." SelectEvent'
'zObject Button Button_Agreed Label "&Agreed..." SelectEvent'
'zEndGroup'

'zEndWindow'
'zEndInterface'

/*****

/*
** Event Processing.
*/

'zDoMethod zDemol Activate'

DO FOREVER
'zWaitForEvent stem.'

INTERPRET "zRC="RESULT"()"
END

/*
** Event Processing functions. To keep it simple, they will all exit.
*/

Menu_Quit_Select:
zDemol_Quit:
MainWin_Close:
Button_Agreed_Select:

EXIT

```


selected, and so need to have a `_` Select event function for processing. Similarly, a slider gadget allows the gadget handle to be moved, and so has a `_` Move event function. If a slider object defined in the application data section and named `Slider1` is moved by the user, the ZedREXX interpreter will call a function named `Slider1_Move` that has to be supplied by the script writer.

The script in Listing 1 requires four event functions for a fully event-handled script; one for the window's close gadget (`MainWin_Close`), one for the menu selection (`Menu_Quit_Select`), another for the button gadget (`Button_Agreed_Select`), and a final one (`zDemo1_Quit`) for killing of the scripts by the Commodities Exchange program (as all scripts are activated as commodities). For simplicity in this demo script, these four functions don't have any code - they just exit.

Lots of objects

Figure 2 shows a window with a selection of the standard Intuition gadgets available in ZedREXX as objects. Going down the window from the top, they are `ButtonG`, `TextEntry`, `Listview`, `Line`, `CheckBox`, `Radio group`, `Palette`, and `Button`. (`ButtonG` objects are primarily for button gadgets containing bitmap graphics, while `Button` objects are the same as your regular text "OK" and "Cancel" buttons).

The objects missing from this example are `Cycle`, `IntegerDisplay` and `Entry`, `Scroller`, `Slider`, and `TextDisplay`. Unfortunately, the colourwheel class of `WB3.x` is not supported by the current ZedREXX `Palette` object. In addition, the `Checkbox` and `Radio group` objects aren't font sensitive; they stay at a size suitable for a 640x256 screen using a Topaz 8 font. I don't

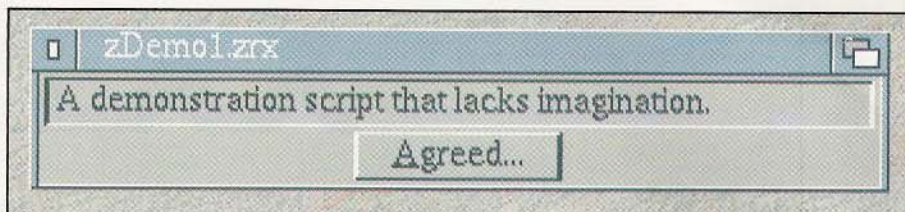


Fig 1.

think this is the fault of ZedREXX, but a legacy of an error in `gadtools.library` that first appeared in `WB2.0`.

One other shortcoming is that there's no font attribute for the objects that can include text. The font used for all text is the Preferences screen font (the one used in the screen and window title bars). Unfortunately, there's no discrimination between mono-spaced and proportional fonts, which leads to glaringly obvious text positioning faults in some situations, one of which is visible in Figure 1. The "a demonstration script..." text is meant to define the size of the `Text Display` gadget, which is calculated so that the full text string can be displayed, and no more. The sizing algorithm behaves as if it's working with a non-proportional font, and falls short with a proportional font like Times. I point this out because it's especially annoying when you need centered text.

Object layout

The objects of Figure 2 are positioned in the window using an algorithm that does not allow objects to overlap, but minimises the size of the resultant window. However, the general flow of objects is totally controlled by the user, through the use of layout options. These include `Justification` and `Alignment` (which control the flow of objects within an object group both horizontally and vertically), and `ChildMaxHeight` and `ChildMaxWidth`, which determine whether or not all objects within a group should have the same height or width as the tallest or widest object in the

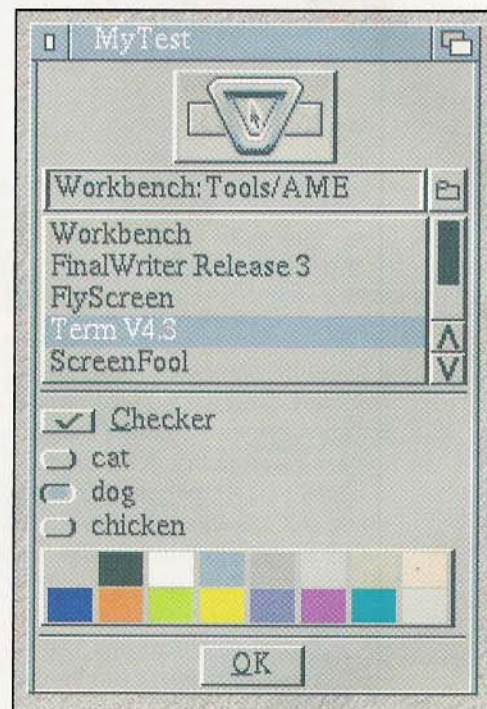


Fig 2.

group. There are sufficient options to keep the average script writer happy.

You can insert bitmap graphics into windows with `ButtonG` objects in three ways. ZedREXX can handle images from IFF graphic brushes, normal icons, and user-supplied bitmap arrays (called glyphs). The image of the MagicWB logo shown in the top `ButtonG` object of Figure 2 is, in fact, the actual MagicWB icon image. This is achieved by adding the following two commands to the application data section of the script:

(See Listing 2)

COMPU P & Services PARTS

28 SALISBURY RD
HORNSBY NSW 2077
TEL: (02) 482 2582
FAX: (02) 477 6228

SPECIALS

NEC CDR-25 EXT. PORTABLE CDROM DRIVE	\$199
2MB CHIPPEX RAM KIT FOR A500/2000 (inc. complete 2Mb Agnus)	\$229
120MB 2.5" HARD DISK IDE (for A1200/SX-1/A600)	\$199
250MB 2.5" HARD DISK IDE (for A1200/SX-1/A600)	\$299
40/60/80MB 2.5" HARD DISK IDE USED	\$80/120/150
MINITOWER SCSI BOX/200W PS WITH CABLES	\$110
INT HIGH DENSITY FLOPPY FOR A4000	\$199

**HURRY!
LIMITED
STOCKS**

HARD DRIVES

ALL NEW WITH 1 TO 3 YRS WARRANTY

QUANTUM 540MB/11MS SCSI II	\$389
QUANTUM 730MB/11MS SCSI II	\$439
QUANTUM 1.08GB/9.5MS SCSI II	\$889
QUANTUM 2.1GB/9.5MS SCSI II	\$1599
MAXTOR 270MB/14MS IDE	\$259
MAXTOR/QUANTUM 420MB/12MS IDE	\$299
MAXTOR/QUANTUM 540MB/11MS IDE	\$329
QUANTUM 730MB/11MS IDE	\$419
MAXTOR 850MB/12MS IDE	\$459
MAXTOR 1.26GB/12MS IDE	\$659
SYQUEST 3.5" 105MB SCSI	\$399
SYQUEST 3.5" 270MB SCSI OR IDE	\$585
EXT SCSI BOX WITH CABLES	\$150
SYQUEST 105MB CARTRIDGE	\$105
SYQUEST 270MB CARTRIDGE	\$115

MONITORS

OSBORNE 15"W/SPEAKERS EX DEMO	\$299
EIZO MULTISYNC USED	\$249
NEC MULTISYNC II USED	\$229
NEC MULTISYNC USED	\$199
1084S USED	\$189

**PLEASE ENQUIRE ABOUT OTHER EQUALLY
LOW PRICED PRODUCTS.**

HARDWARE

A500 BARE MOTHERBOARD FROM	\$30
A500 REV 8 M/BOARD WITH AGNUS CHIP	\$75
A3000 POWER SUPPLY	\$70
A590 POWER SUPPLY	\$50
C64 MOTHERBOARD NEW	\$40
C64 CIA CHIP	\$10
MOUSE NEW	\$20
A500 KEYBOARD USED	\$30
A1200 KEYBOARD NEW	\$50
SUPER DENISE 8373	\$20
AGNUS 1MB 8372A	\$40
AGNUS 2MB 8375B	\$50
CIA 8520	\$20
WB 1.3 ROM	\$20
WB 2.04 ROM AND DISKS	\$60
WB 3.1 COMPLETE KIT FOR A2000/A500/A600	\$169
SUPER BUSTER REV 11	\$50
SUPER BUSTER REV 7	\$20
OTHER AMIGA CHIPS FROM	\$5
4MB 72PIN 32 BIT SIMM	\$240
1MB 44256/41000 DIP RAM	\$50
1MB SIMM 32 BIT	\$60
1MBX4 ZIP/70NS PER 1MB	\$70
256KX4 ZIP/70NS PER 1MB	\$45
A500 512K RAM CARD WITH CLOCK	\$60
A600 1MB RAM WITH CLOCK	\$125
250MB TAPE	\$30
150MB TAPE	\$20
1084 SCART (OR OTHER) CABLE	\$20
23/15 PIN MULTISYNC ADAPTER	\$20

PRICES INCLUDE SALES TAX

CALL NOW FOR LATEST SPECIALS!!

OVERNIGHT DELIVERY TO ANYWHERE IN AUSTRALIA! FREIGHT: UP TO 500gms - \$5, 3KGS - \$10
PAY BY: CHEQUE, DIRECT DEPOSIT.

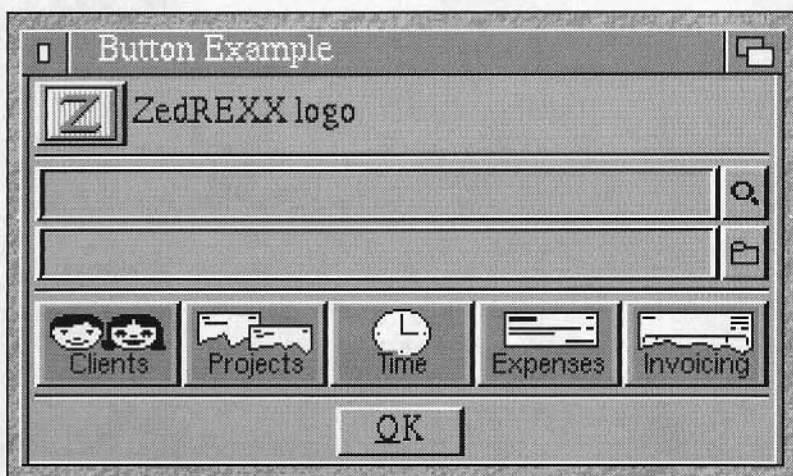
BANK DETAILS - WESTPAC - COMPUPARTS & SERVICES - ACC. NO. 101345. - BRANCH NO. 032189.


```
'zImage MagicWBIcon File="work:MagicWB.info"
...
'zObject ButtonG Button1 Image=MagicWBIcon'
```

Similarly, the button gadget attached to the right of the TextEntry object uses a folder (directory) glyph, contained in the hexadecimal string following "Data =" :

```
'zImage Folder1 Width=11 Height=9 Depth=1
Data="7800 8400 87E0 F820 8020 8020 8020 8020 FFE0"
...
'zObject ButtonG Button2 Glyph=Folder1'
```

Listing 2



ZedREXX supports all standard ASL requesters (file, directory, and font, and screenmode for WB3.x users) through the 'zRequest' command. Strangely, though, there aren't any simple message requesters (EasyRequest()'ers for programmers). On WB2.x systems, the ASL requesters look terrible and lack features found in a few public domain alternatives. But if you also use RexxReqTools (latest version on Aminet is V1.3, in pub/aminet/util/rexx/RexxReqTools.lha, 65k), which provides an ARexx interface to ReqTools requesters (latest version on Aminet is 2.2c, in pub/aminet/util/libs/ReqTools22c.lha, 410k), you get a truly pleasant and adaptable environment.

More features

ZedREXX doesn't have screen opening facilities, but windows can be opened on already opened Public Screens by passing the screen name to the 'zInterface' command at startup (see Listing 1). Similarly, the name of the (automatically created) ARexx port associated with the script can be set at startup, but a default name is always supplied. AmigaGuide help is available, provided the scriptwriter also creates a Guide file. A handy feature that can be attributed to each script is a "persistence database", more commonly known as a settings or preference file.

This file is updated each time the script is exited, and contains such things as window positions and the current values of all zOb-

"...way better than rexxarplib."

jects that maintain values (the 'Persist' attribute was applied to the object). Finally, a window opened with ZedREXX can easily be made an AppWindow onto which icons can be dropped. This makes retrieving filenames less complicated.

You get two extra ARexx function host libraries with the package. REXxDos.library gives you access to some of the dos.library functions available to C and assembly programmers. A full description of each function contained in the library is given. REXxUtil is the other mentioned library and it allegedly covers access to clipboard and environment variable functions, amongst others, but there's no documentation for it. To be fair, Mr. Junod states that the current version of the manual is a draft, and will be updated in due course; promised are tutorials and how-to sections.

Overall

So how does ZedREXX stack up? Well, it's way better than rexxarplib. The run-time interpretation of the GUI definition is relatively fast, although scripts incorporating a large application data section still take a few seconds to appear, even on a 4000/040. The current version is only 1.0, but it's a stable product (given the listed beta-testers, you'd expect that to be the case!) I definitely think it's worth buying. At US\$35, the price may seem a little steep, but if you do a bit of ARexx programming it's a fair deal.

My only reservation is whether

ZedREXX will continue to be developed. If there's enough interest it seems likely, but my attempts to contact the author (by email) have sadly fallen on deaf ears. Mr. Jun-

od states in the registered ReadMe file that he intends to develop ZedREXX for competing platforms (OS/2 and Windows).

ZedREXX V1.0

Reality Check, Inc.

5543 Edmondson Pike, Suite 134
Nashville, TN 37211
USA

Ph and Fax: +1 (615) 898-0599

Requirements:

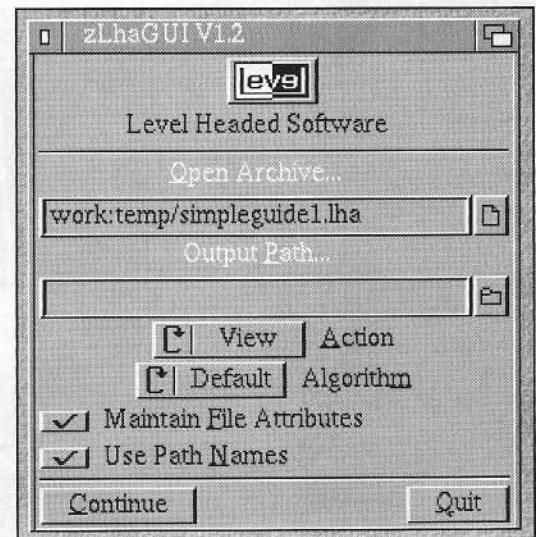
A 1Mb Amiga with KS2.04 or above and ARexx.

Evaluation version:

Freely distributable. To be registered if used for any length of time. Archive located on Aminet, pub/aminet/util/rexx/ZedREXX.lha.

Commercial version:

US\$35.00 + 7.00 p&h. Send appropriate payment to the address listed above. It may pay to check on current details of availability and price.



ORACLE DATA SOLUTIONS

CD-ROM MASTERING DATA OPTIMISING

Highest Quality GOLD-CDR
TRUE Multisession Mastering
Transfer from SCSI or Syquest
270 cartridges - On Site Service

For more details, contact -
Ph: (03) 690 7711 Fax: (03) 696 1206
36 Howe St, South Melbourne 3025

Great New Products from a New Dealer...in Brisbane!!

Low Overheads - Wide Range - Great Prices!!

NEW A500 PRODUCTS

- * A500 accel. 030/16Mhz/co-pro/up to 4Mb \$215
- * A500 2Mb RAM exp. via trapdoor w/2Mb \$215

- * NEW A1200 accelerator 030/28 Mhz w/MMU co-pro, SCSI 2 options - \$319
- * 40 Mhz ver \$999

More New Amiga expansions due soon!

image domain

Phone NOW for your free catalogue!

Phone 015 737 435 (9am - 9pm 7 days)
24hrs VoiceMail (07) 301 6586 Fax (07) 852 2720
Dealer Enquiries Welcome



Your Complete Computer Specialist

**Amiga and IBM Compatible Solutions for the
Home and For Business.**

**Multi Media Packages and Video Capture
Cards. Support for Hewlett Packard, Canon,
Citizen, GVP, Electronic Design, DKB, Roctec
and much More!**

**Software Solutions, CD 32, Scanners,
Fax/Modems, Repairs & Upgrades for Amiga,
IBM & Atari.**

**Real Support, Real Quality, Real Service, A
Real Computer Store!**

Enough Said

Megabyte Computers Pty Ltd
Shop 4a HomeBase Jindalee
(Just Off Centenary Hwy)
PO Box 662 Mount Ommaney Qld 4074

PH: 07 279 0666 or 1800 818 335

Epson EPL 3000 Laser Printer \$869.00
Epson Stylus 400 Inkjet Printer \$399.00

SUBSCRIBE



AND SAVE \$10.40 PLUS get extra late breaking news and info

12 issues for \$49!

FREE Call 1-800-252 879

Use your credit card or we can bill you. Or fill out the form below and post it today!

ORDER FORM

☒ Please accept my application for:
☐ 12 month subscription to Amiga Review for \$49

☒ Automatic Renewal/Continuous Subscription:
☐ Yes Please! I would like to have my subscription automatically renewed when this subscription expires.


For credit card orders or subscription enquiries call free on 1800 252 879


Mail to:
Storm Front Studios,
PO Box 288,
Gladesville,
NSW 2111


OR fax this completed order form to
(02) 879 4236

PAYMENT DETAILS

(Please complete details below)

☐ Yes! Please charge my credit card:
☐ Bankcard ☐ Mastercard ☐ Visa
Card No

Name of Card Holder: _____

Signature: _____ Expiry Date: ____ / ____

☐ Yes! Please find enclosed my cheque or money order made payable to **Storm Front Studios**.

YOUR DETAILS

(Please complete USING BLOCK LETTERS)

First Name: Mr/Mrs/Miss/Ms _____

Surname: _____

Address: _____

State: _____ Postcode: _____

Phone: (BH) _____ (AH) _____



Computa Magic P/L

44 Pascoe Vale Road
Moonee Ponds
Victoria 3039
Phone (03) 326-0133
Fax (03) 370-8352

& Comprepairs

MASSIVE STOCK REDUCTION SALE

**CASH & CARRY ONLY, CREDIT
CARDS, CHEQUES AND EFTPOS
ATTRACT EXTRA CHARGES.

MANY PRODUCTS AT CLOSE TO DEALER BUY. ALL BRAND NEW, ALL WITH FULL WARRANTY.
LIMITED STOCKS, FIRST COME FIRST SERVED. E&OE.

PRODUCT	WAS	NOW	PRODUCT	WAS	NOW
GOLDEN IMAGE			ROMBO		
H/SCANNER 64 G/S +OCR JR	\$ 319.00	\$ 229.00	VIDI 12 AMIGA	\$ 149.00	\$135.00
INFRA RED MOUSE	\$ 44.95	\$ 30.00	VIDI 12 SOUND AND VISION	\$ 199.00	\$135.00
BRUSH MOUSE	\$ 44.95	\$ 30.00	VIDI 12RT AMIGA	\$ 399.00	\$ 329.00
PC SERIAL MOUSE	\$ 19.95	\$ 13.95	PC VGA BUSTER PRO	\$ 449.00	\$329.00
PC CLEAR SERIAL MOUSE	\$ 24.95	\$ 15.95	PC MEDIA PRO PC TV CARD	\$ 849.00	\$699.00
EDTAPOWER			SOFTWARE		
30 WATT PMPO SPEAKERS	\$ 99.00	\$ 89.00	ALL AMIGA AND PC ON THE SHELF		
80 WATT PMPO WOOD SPKRS	\$ 179.00	\$ 149.00	SOFTWARE FROM 10-50% OFF		
MIGRAPH			*** COMPREPAIR NOTICE *** MIGRAPH UPGRADES TO TOUCHUP VERSION 4 NOW AVAILABLE TO OWNERS O GOLDEN IMAGE HAND SCANNER (FIXES ALL MEMORY HANDLING PROBLEMS UNDER V2 & V3 AMIGA DOS). SEND YOUR ORIGINAL DISKS AND \$70.00 TO OBTAIN YOUR COPY OF VERSION 4 WITH MERGE FACILITY		
MS1200 FLATBED+CKIT V2.0	\$1999.00	\$1599.00			
MS1200 FLATBED+CKIT V2.0	\$2499.00	\$1999.00			
ADPRO LOADR MS 1200/2400	NEW	\$ 70.00			
COLOUR H/HELD + C KIT PRO V2	\$ 999.00	\$ 699.00			
MERGEIT+ SCAN TRAY	\$ 149.00	\$ 115.00			
OTHER					
ROCTEC FLOPPY DRIVES	\$ 139.00	\$ 110.00			
AXALEN OPTICAL MOUSE	\$ 69.95	\$ 50.00			
CHIC MOUSE	\$ 34.95	\$ 24.95			

Desktop Utilities



CrossMAC

Mac file system for the Amiga. Read and write files on Mac floppies and hard disks directly from your Amiga.

Utilities include format, diskcopy and file salvation program for use with Mac disks on the Amiga.

From the developers of CrossDOS. Requires Amiga-compatible high density drive. RRP \$197.

SCALA

MM400 for just \$449

Now available again in Canberra! Ask David or Stephen about it.

Affordable invoicing

New version 1.1 RRP \$99

- Invoices: Automated data input, sales tax support.
- Orders: Instant and accurate totals
- Quotes: Accepted quotes converted to invoices with a mouse click
- Queries//Statements: Reports on status of transactions
- Stock control: Store descriptions, prices, tax rates and stock levels
- Contact hot link: Instant insertion of names and addresses from Contact.

More Information -> See your dealer or call:

Desktop Utilities, PO Box 3053, Manuka ACT 2603

Tel (06) 239 6658 • Fax (06) 239 6619 • BBS (06) 239 6659

COMPUTER MAN

611 Beaufort St, Mt Lawly Perth
Ph: (09) 328 9062 Fax: (09) 275 1010

SPECIALS ON CD32 TITLES

ALFRED CHICKEN	\$29.99	LEGACY OF SORASIL	\$43.00
ALIEN BREED TOWER ASSAULT	\$49.00	LEMMINGS	\$29.50
AMERICAN FOOTBALL	\$39.99	LIBERATION	\$45.00
ARABIAN NIGHTS	\$29.99	LITTLE DIVIL	\$49.00
BANSHEE	\$39.00	LOOK-N-LOAD	\$31.79
BATTLETOADS	\$34.50	LOST VIKINGS	\$45.00
BENEATH A STEEL SKY	\$49.99	LOTUS TURBO TRILOGY	\$29.00
BEAVERS	\$29.99	MANCHESTER UNITED PREMIER	\$35.00
BRIAN THE LION	\$35.00	MEAN ARENA	\$29.95
BATTLECHESS	\$45.00	MICROCOSM	\$75.00
BRUTAL FOOTBALL	\$25.99	MORPH	\$25.00
BUBB & STIX	\$45.00	MYTH HISTORY IN THE MAKING	?????
BUBBLE & SQUEAK	\$45.00	NAUGHTY ONES	\$38.50
CANNON FODDER	\$49.00	NICK FALDOS GOLF	\$38.50
CASTLES 2	CALL	NIGEL MANSELL CHAMPIONSHIP (SDL)	\$24.50
CHAMBERS OF SHAOLIN	\$29.99	OVERKILL & LUNAR	CALL
CHUCK ROCK	\$25.00	PGA EUROPEAN TOUR	\$49.50
D GENERATION	\$35.00	PINBALL FANTASIES	?????
DANGEROUS STREETS	\$39.44	PIGATES GOLD	\$45.00
DIZZY 6	\$29.99	PHOTO CD LITE	\$45.00
DISPOSABLE HERO	CALL	PREMIERE	\$25.00
DEEP CORE	\$19.99	PROJECT X/F17 CHALLENGE	\$39.50
DEFENDER OF THE CROWN 2	\$29.95	PREY	?????
DENNIS	\$29.99	PUTTY	\$34.00
DONK	\$29.99	RISE OF THE ROBOTS	CALL
ELITE II	\$44.00	ROADKILL	CALL
EUROSCENE 2	\$39.00	RYDER CUP	\$41.00
FIELDS OF GLORY	\$46.00	SABRE TEAM	\$38.00
FIRE AND ICE	\$39.00	SIMON THE SORCEROR	CALL
FIRE FORCE	\$39.00	SEEK AND DESTROY	CALL
FISH AND MORE 3	\$25.00	SENSIBLE SOCCER WORLD TEAM	CALL
FRESH FISH DEC 1993	\$33.00	SENSIBLE SOCCER	CALL
FRESH FISH MAR/APR 1994	\$33.00	SLEEPWALKER (SDL)	\$33.00
FRESH FISH MAY/JUNE 1994	\$33.00	SOCCER KID	\$39.00
FRESH FISH JULY/AUG 1994	\$33.00	SUBWARS 2050	CALL
FRESH FISH SEPT/OCT 1994	\$33.00	SUMMER OLYMPIX	\$31.50
FISH = GOLDFISH APRIL 1994	\$49.00	SUPERFROG	\$24.50
FLY HARDER	\$29.99	SUPER METHANE BROT	\$19.99
FURY OF THE FURRIES	\$19.99	SUPER PUTTY	\$19.99
GROGIER ENCYCLOPEDIA 2	\$95.00	SUPER STARDUST	CALL
GUARDIAN	\$29.99	SURF NINJAS	\$19.99
GUINNESS DISK OF RECORDS 2	\$29.99	THE CHAOS ENGINE	\$35.00
GUNSHIP 2000	\$44.00	TOP GEAR 2	CALL
HEIMDALL 2	\$49.00	THE SEVEN GATES OF JAMBALA	\$29.99
IMPOSSIBLE MISSION	\$44.00	TOWN WITH NO NAME	\$21.00
INSIGHT DINOSAURS	CALL	TOTAL CARNAGE	\$19.99
INSIGHT TECHNOLOGY	\$29.95	TRIVIAL PURSUIT	\$20.99
INTERNATIONAL KARATE	\$25.00	TROLLS	\$24.00
JAMES POND 2	\$19.99	UFO	CALL
JAMES POND 3	\$29.99	ULTIMATE BODY BLOWS	\$35.99
JUNGLE STRIKE	\$42.50	VIDEO CREATOR	CALL
JETSTRIKE	\$39.50	VITAL LIGHT	\$40.00
JOHN BARNES EUROPEAN FOOTBALL	\$39.00	WHALES VOYAGE	CALL
KID CHAOS	\$39.00	WORD CONSTRUCTION SET	CALL
LABYRINTH OF TIME	\$39.00	ZOO	\$21.00
LAST NINJA 3	\$44.90	ZOO 2	\$35.00



Continued from page 26...

Many regular and casual net surfers create their own home pages for you to visit. The best way I've found to find these home pages is to pick a newsgroup you're interested in, and simply read the messages in it. Many messages have <http://> addresses at the end.

Click on the address with your mouse and you'll usually end up on the message writer's home page.

What you find on these home pages depends on the user, but if he was posting in a newsgroup which interested you, it's likely some of his/her interests will be similar to yours and that you'll find a page or two listing his/her favourite Web sites, with an explanation of why he/she thought they were good. Click the name and you're off to the site.

Naughty pics on the Internet?

Yes mums and dads, I found that all those stories we hear about girly pictures being easy to find on the Internet to be quite true. And it didn't take any huge effort to find them either, so it's well worth your while to exercise some parental supervision if you intend providing your young child with net access.

On a happier note, I tried (for experimental purposes only of course) yet was unable to find any material which I would personally consider to be of a pornographic nature. This isn't to say such sites don't exist mind, just that I wasn't able to locate any.

The naughty pics I saw can just as easily be found on the covers of popular girly magazines at just about any large newsagency, in full view of anyone that wants to venture in and browse.

Examples are the popular American Playboy and Penthouse

***"It's just
so damn
slow!"***

magazines, both of which have pages on the Internet.

I visited the Playboy site and without any proof of age was able to electronically "meet" any of the last six months' Playmates, complete with a GIF pic of the relevant bunny and the associated blurb.

There's also the opportunity to download a "previously unpublished" nude picture of each bunny - this is rather disturbing, and brings home the realization of how this type of no holds barred electronic access to the world could soon get out of hand. People complain about some hobby bulletin boards carrying this type of material, where more times than not, the operators of such systems have strict requirements for proof of age. I could easily fill many pages describing my 20 or so hours of Web wandering, but in a nutshell, I was relatively unimpressed.

Yes, there's a mountain of information available on just about any topic that you can think of. Yes, some of the graphics are impressive. But unless you have hours to kill to just sit around and wait for all the pretty pages to draw, you're going to have to forego the graphics.

If you're seriously after information and just want to be able to use your mouse to get at it, turn off the "Auto Load Images" feature of the software you're using and things will happen a lot faster.

If you want a REALLY quick way to surf the net and get at the same info, the good old Lynx type web viewer which most Internet

provider sites have will present you with exactly the same information in less than half the time.

The only cost is that you'll need to use your keyboard arrow and enter keys instead of your mouse to move around and you won't be able to access the pretty graphics. No big deal if it's really information you crave.

Conclusions

I've been left with mixed feelings about the graphical interface for the World Wide Web. I like the graphics and the user interface, but I hate the slowness. Because of this, I find myself logging into my Internet service provider via my Unix Shell account more often than I do with TCP/IP.

Just for those that would blame my slow speed experience on my measly 386SX/33 machine, I also logged into my provider on a friend's 486DX2/66, using his 14.4k modem. There was absolutely no difference in regards to speed. Sure the software worked quicker, but the updates of the screens were exactly the same. A 28.8k modem might help a bit, but what price must one pay to use a mouse?

□

**Keep that feedback coming in!
Send feedback direct to:**

Online

C/- Andrew Leniart

P.O. Box 1060

Hoppers Crossing

Victoria 3029

or contact me via any one of the following methods.

**Andy's Attic BBS: (03) 749-4897
3:633/106 @Fidonet**

41:300/106 @Amiganet

or via email at

**aleniart@netspace.net.au
on the Internet.**



The final word

*A book no computer user
should be without!*

By Daniel Rutter

► The aim of a dictionary is to pin down language, at least for a time, so people have a point of reference they can use to make sure that what they say really is what they mean.

The dictionary-writer's task is tricky enough in the real world; venturing into the fantasy land of computer terminology is something few have attempted.

One who has is Jonar C. Nader, an Australian writer who has now produced not one but two editions of Prentice Hall's Illustrated Dictionary of Computing.

I've been using this book regularly as I wrote a few articles, and I'm now wondering how I got along without it. It's the thick end of 700 pages, and all of them are good.

To say the Illustrated Dictionary contains definitions for everything to do with computers would be an overstatement, as the computer world's a continually shifting morass of changing names, but almost any computer-related term you care to name is in this book, with a well-researched and usually very up to date definition.

If a term isn't listed in this book, it's likely that nobody's yet quite sure of its meaning anyway.

There are more than 160 illustrations, but this is no picture book. That's fair enough; the bulk of the definitions are either inherently unillustratable or could only have a picture of some anonymous hunk of circuitry. If you want piles of pictures, buy an encyclopedia.

Get it right!

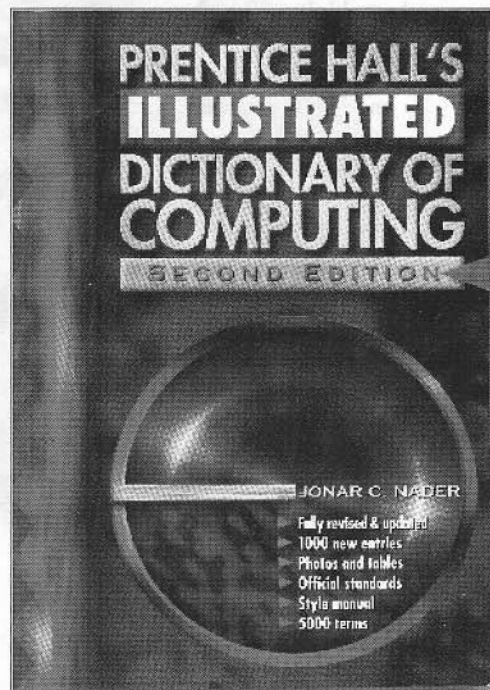
The Illustrated Dictionary also contains a Style Guide that shows you how to write comprehensibly about technology, with plenty of information on the fraught topics of acronyms and abbreviations, and broader rules which apply to writing clearly about anything. This book gives you a neat, simple, one-place reference to make sure that all of those pesky abbreviations come out right.

The abbreviation for megabyte is Mb, not m, mb, M, mB, MB, MBs, M-byte, M-Bytes, Meg, MEG, M-B or anything else. I knew that. The abbreviation for bits per second is Bps. I didn't know that - I was using the popular

but incorrect bps, which actually stands for bytes per second. Mea culpa.

Shortcomings

Naturally, the book isn't perfect. The mad rush of computer technology into the future means





***“Almost
any computer
related term you care
to name is in this
book.”***

that by the time a book hits the streets it has to be a bit out of date, and that's the case here.

There are also omissions largely I suppose because the author had to draw the line somewhere in such a pervasive industry as computers. There are also a few inevitable, but minor, typos - for example, the entry for the Commodore CDTV informs us that it used a Motorola "6800" processor, instead of the 68000 it really had.

The pile of glowing quotes on the back of the Dictionary says, amongst other things, that this is "a perfect reference" - well, according to the CEO of Compaq, anyway. I wouldn't go that far.

But it is certainly the best serious computer terminology reference I've ever seen, and an enormously useful resource for amateur or professional computer users, with no serious omissions or errors I could find. If you buy it as a present, get one for yourself too.

***Published by Prentice Hall. ISBN
0-13-205725-5.***



Liquidation Trivia

At the time of writing we've had no news about the April 20th Commodore ownership auction - our lucky subscribers are likely to get an update on their cover sheet, the rest of you are going to have to wait.

To pass the time, here's some amusing trivia about the whole affair.

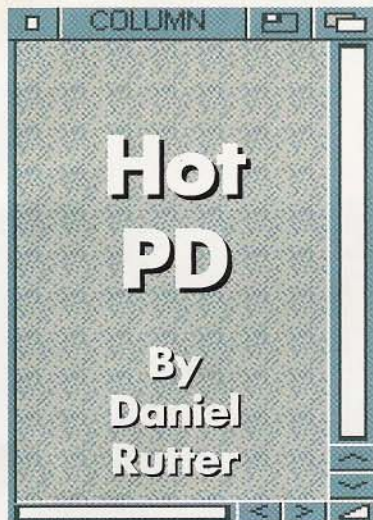
A few Commodore trademarks and patents aren't for sale, for various reasons. The three most ridiculous are Commodore UK's trademark on the globally famous blockbuster 80's game "Maggot Mania", Commodore France's invaluable patent on a "device for controlling the opening and closing of fluidtight doors", and Commodore's lapsed patents on their digital thermometer and thermostat, devices they sold quite a lot of in the US before they started making computers at all.

More than 3000 CD32s comprise the only inventory of completed machines listed among the huge list of stuff for sale. People who've paid top dollar for one of the consoles will no doubt be hugely pleased to know that they're valued at \$US22.50 each.

The price tag put on Commodore's intellectual property and its CDTV/CD32 software licenses is a mere \$US12,000. This probably includes at least two CD32 licenses which were actually granted to developers after the liquidation started - obviously some parts of Commodore didn't know they were dead yet.

Of course, technically, Commodore-Amiga, Inc., Commodore Business Machines US and Commodore International Services Corporation all still have a glimmer of life, because somebody has to represent them for contract-signing purposes. But the end-of-year company party's not going to be anything very exciting - the staff of all of them put together is approximately one person.

The original liquidation happened on April 29th, 1994 - it seems likely that news of the takeover will beat the one year anniversary by a few scant days!



► Welcome back to Hot PD, the column that tells you all about what's cheap or free in the world of Amiga software and subliminally encourages you to pick up the phone and dial 1800 252 879 and order the companion disks they're only \$9.50 including postage you know you want them you've got to have them if you had them you'd be happy call now call now call now.

Ahem.

On with the show.

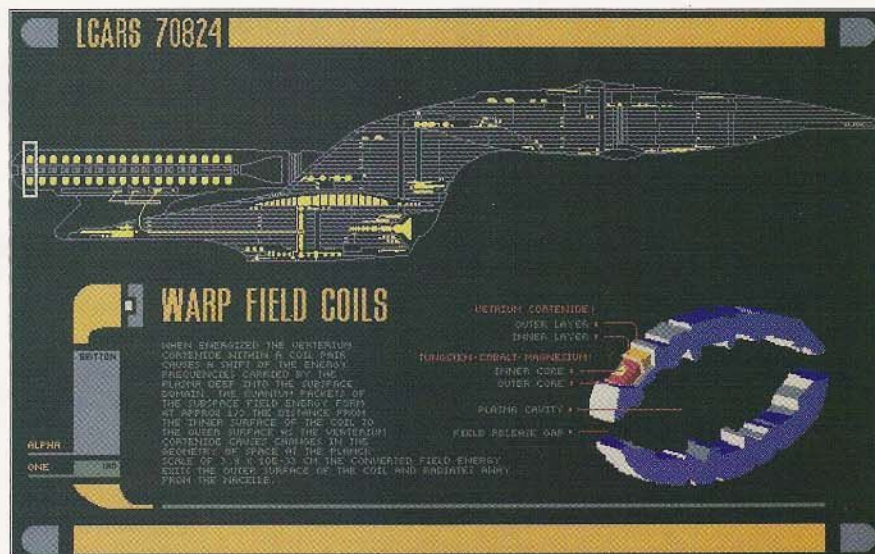
★Trek alert!

Let's get the Star Trek bit over early, then all the guys in uniform with the authentic noisemaking communicator badges'll get out of here and leave us in peace. I found on Aminet a recently uploaded but not very new (1992) animation of a Trek computer screen showing the Enterprise-D, with various technical information (text faithful to the Okuda/Sternbach Technical Manual). It's 258 frames and looks very groovy, though I pledge never to leave it running on my machine in hopes of impressing anyone.

Yes, I went to the preview of Generations. I wore jeans and a plain T-shirt. Shall we move on?

★★AntiTopaz

I don't understand what it is that people hate so much about the standard Topaz 8 font as supplied with Kickstart 2 and higher. Sure, the old style 1.x Topaz was lumpy



If you run the animation at max speed, you can pretend to be Data.

and ugly, but the new one looks fine to me. Simple and legible. To the Topaz-haters I am wont to say "get a life, guys."

But if you simply cannot bear to have anything standard on your Workbench, AntiTopaz is probably what you've been looking for. It patches the system so that whatever you've set as your system default font gets used in place of Topaz. If your default font is bigger than Topaz's 8x8 pixels you'll get some alarming screen formatting, but otherwise it works fine.

There. I hope you feel better now.

★★AXlife

I raved about this particularly nice implementation of the fascinating cellular automaton Life a few months ago; it's been updated.

Potted explanation of Life for people who don't know. Game played on square grid. Squares in grid can be on or off. If square has three on neighbors, it's on next turn. If has two on neighbours, it doesn't change state - if on, stays on, if off, stays off. Any other situation and cell will be off next turn. Sounds simple, actually produces

patterns of brain-numbing complexity, especially when you start using vast working areas, which AXLife allows.

So what's new? Well aside from 221 included patterns to play with instead of the 176 you used to get, there's an Amigaguide help file you can call from within the program, a number of tweaks including complete compatibility with SysiHack (if you don't have a 24 bit graphics board, ignore this), correct diagonal movement and support for many of the original Xlife keys. There are also niceties like asking you to confirm if you try to overwrite a pattern file, and fractional magnifications, which let you see up to 64 times as much Life area, at the expense of resolution.

Program complexity

- ★ Even Nog could use this.
- ★★ Quark would use it, but not pay for it.
- ★★★ Odo could turn into something that could figure this out.
- ★★★★ O'Brien could do it, complaining all the way.



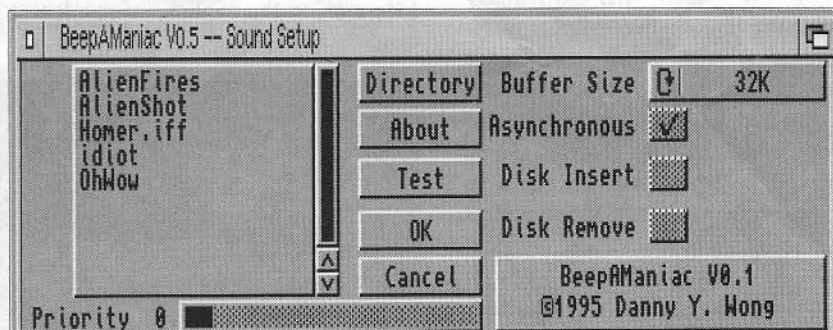
You still only need Workbench 2 and 850k of RAM to run AXLife, although of course it's happier with more of everything. AXLife is also pretty humungous in the storage it takes up - all those little pattern files mean that, although it looks like it should all fit on one floppy when you look at the total file sizes, it actually overruns by more than 100k.

It's far smaller when you archive it, though, so it's on the companion disks with one of my patented Lazy Dan's Installer Systems, which are not especially user friendly or elegant in design, but sure don't take me long to make. You'll need a hard disk.

☆☆BeepAManiac

Here's a program that's no use at all. WB2 users can set up a sampled sound to play when their computer beeps - my computer's gone "D'oh!" when it beeps for quite a while now. but what if you want to randomly play one of a number of sounds? You need BeepAManiac!

Just tell it the directory to get its sounds out of and away it goes. You can use samples up to 256k in size, which is one hell of an annoying beep at 10kHz. BeepAManiac's random selection doesn't seem nearly as random as it could be - the same sounds keep coming up. But hey, it's worth what you pay. On the companion disks.



Random beep noises. Now that's useful, isn't it?

☆☆☆LibraryManager

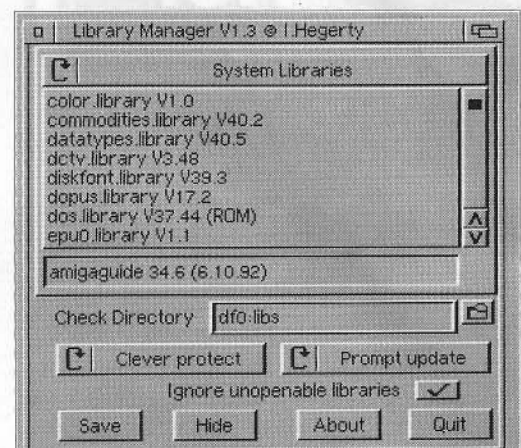
The world is full of dumb installers. Trust me on this one, I'm responsible for a few. The classic sign of a dumb installer is that when it installs the support files for a program, particularly libraries, it doesn't check to see if you've already got the library or, more importantly, if you've already got a newer version. Thus, installing a program that's been around for a while can stomp your libraries.

Enter LibraryManager. It's a WB2 commodity designed to control your library files, with a number of options. The niftiest of these uses a temporary directory for any libraries that something tries to install; it then checks the library version (the REAL version, not the dud one that's usually in the version string...) against the one that's already installed and either auto-overwrites older or nonexistent libraries, or asks you if you want to replace the older version.

You can also scan disks automatically for newer libraries, even if you're not installing anything from them.

LibraryManager's a very well written, genuinely useful program that anyone who shuffles software a lot should have. On the companion disks.

Incidentally, I'm pleased to say that after three quarters of an hour of detective work, LibraryManager



LibraryManager's plain but useful interface.

also helped me identify the one library out of the hundred-odd in my system that, when opened, caused my fast RAM to fragment into 30k chunks and hence brought most operations to a grinding halt. The author warns about old versions of xprkermit.library (1.111 works fine), but the one that blew up for me was kd_freq.library, version 3.-1 (a typically meaningless version string...), size 44852 bytes. If you've got it, kill it.

☆☆VList

Speaking of dud files, here's a list of them. Hip Amiga users know about bootblock viruses and use virus checkers, which is why the Amiga world's practically free of them these days. The same pretty much goes for file viruses - Amiga users, even those of us who spend a lot of time using online services loaded with software of dubious provenance, have far less to fear from electronic microorganisms than those poor benighted IBM folk.

However, the Amiga world's not bereft of recent viruses, and one of the niftiest ways for their creators to spread them is to disguise them as something good - a new version of a popular utility, a magic program to make your mo-



dem faster, whatever. Along with these "Trojan horses", there are also a fair few non-virus hoax program updates. I don't know what kind of loser thinks it's a cool idea to whip out a hex editor and make a program look newer than it is, but the dweebs are out there. How do you keep up?

With VList. On the companion disks for this column you'll find the 23-03-95 edition of this rather useful text file, which contains a listing, with terse descriptions, of 137 files you're better off without. Essential reading for the educated Amiga PD hound.

☆☆☆LogiMouse103

Let's say you have a Logitech compatible serial mouse, for an IBM. Let's say you want to use it with the Amiga. You can, with this driver. You'll need an adaptor to change the nine pin IBM connector into a 25 pin Amiga one, but then you'll be able to use your Logitech mouse (or trackball) on the Amiga. You can also swap the right and middle button functions if you like. On the companion disks.

☆☆Nuke

Deleting files does not destroy them, any more than a three foot picket fence keeps burglars out. A deleted file has simply been marked as OK to write over; if nothing's actually taken advantage of the invitation and written in the space the file took, it's still recoverable. Generally, this is a good thing, because it means accidentally deleted files can be recovered. But what if you really want a file zapped for good? Use Nuke.

Nuke deletes files. But before it does, it overwrites them with 0s, then with 1s, then with 0s again. So the final file that gets deleted is all made of zeros; you can undelete it, but all you can see is the

filename and the size. The three-pass erase is for the superparanoid out there, afraid that the CIA or the KGB or the aliens can tell what bytes were when they've only been erased once; this is not entirely nonsense but it's pretty James Bond.

Nuke does not ask you if you're sure. Nuke does not have a help template. Nuke is not a program for wimps. If you're tough enough for Nuke, it's on the companion disks.

☆☆☆☆PCFlop

You can connect standard PC floppy drives to Amigas - both double density and high density. It is not easy, but it can be done, and with Amiga high density drives running at around four times the price of IBM ones it's tempting. Real skinflints can even connect 5.25 inch double and single (shudder) density drives, though unless you're playing with emulators for antique computers I don't know why you'd bother.

If you've got a soldering iron, a multimeter and some experience with electronics (this is NOT just a match the pinouts exercise - extra ICs are involved...), PCFlop is the

package that'll tell you what to do. Along with eight schematic pictures, there's a good Amigaguide file in mildly fractured English that gives you hypertext access to all the instructions and background information.

If you think you might be up to the challenge, check it out on the companion disks.

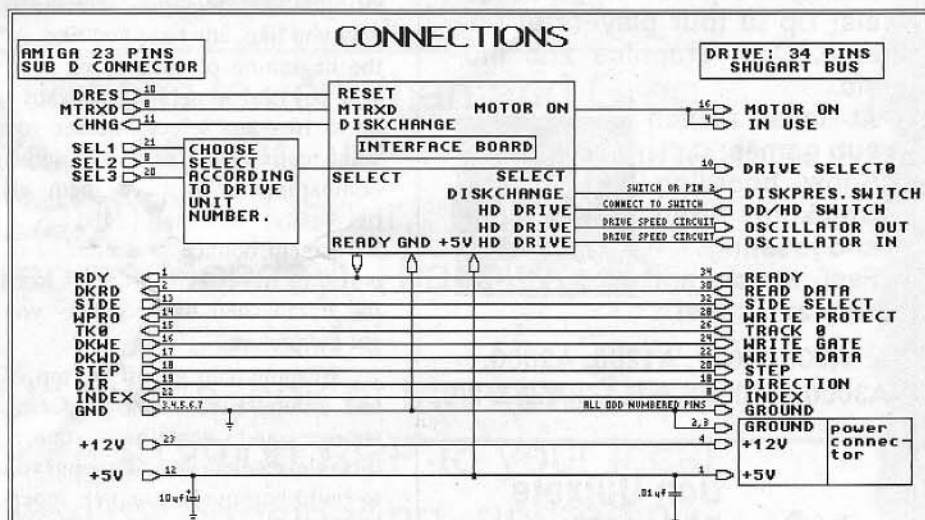
☆Don't 1.1

I wish I'd had this one in time for the April issue. Yes, friends, the world's least useful program, Don't, has been updated. You remember Don't, don't you? I mentioned it about two years ago.

You use it to defuse potentially dangerous commands, like "delete #?". Simply prefix "dont" to the line, viz:
dont delete #?

and Dont will keep your data intact, by doing absolutely nothing. The new features? Well, it's smaller now and written in assembly, so it does nothing even faster, and it says "OK, I won't <your command>" when used.

If you want evidence for the dissolution of Western society, here it is. On the companion disks, natch.



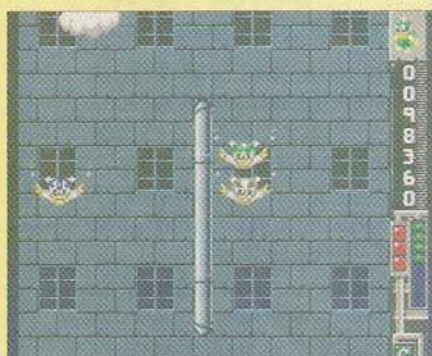
If this picture frightens you, you're not up to hooking up a PC drive to your Amiga.

BASE Jumpers



Prepare yourself for the ultimate adrenaline buzz. **BASE Jumping!**

Climb a variety of structures, such as castles, skyscrapers, and Egyptian tombs then, well, jump off! Getting to the top isn't that easy, and if you make it and jump off - it's a race to the ground. Who will pull their chute last?



Loads and loads of great levels! Up to four players at one time. Cool graphics and music.

At least eleven sub games:

Snow boarding, Breakout, Pong, and jousting!

Fast, simple and very addictive!

**BASE
Jumpers**
\$59.95

A500, A600, A1200, A2000,
A3000, A4000 - WB 1.2, 1.3 & 2.0



Don Quixote
POBox 786
Toowoomba QLD 4350
Ph: (076) 391 578
Fax: (076) 320 195

Dealer enquiries welcome

Charr

It's been 13 whole columns since last I mentioned an Artillery clone. I know, it doesn't seem that long, does it? Well, the latest one to grab my attention is called Charr.

Another brief timeout for puzzled readers unfamiliar with the genre. Artillery games, classically, have two little tanks lobbing shells at each other on a two dimensional landscape. Modern versions have lots more players, tons of different weapons, million and one other features. Back to the story, now.

Charr is the latest Artillery game from the maker of Artillerus, which I rather liked despite its various oddities but which he himself now describes as "slow, quirky, and not all that good".

Charr is still not exactly mercurial in play (what's your hurry? Watch the pretty projectiles!) and has a strong family resemblance to the older Artillerus (chunky ECS copper gradients, superwide scrolling screen), but features something never before seen in Artillery clones - modular weapons.

You see, Charr only has 26 weapons (not many for an Artillery game these days...), but you can string them together whichever way you like, any time you like. At the beginning of each firing turn, you buy the weapons you want - up to 10 - and select whether you want to fire them in a continuous bombardment, or have them all burst out of one shell in the air, or have them bounce in a number of ways, or have them dropped from the flying shell like bombs - you get the picture.

Weapons can go off on top of and around each other, producing strange and sometimes unpredictable results, and allowing you to build baroquely complex super-weapons.

This is rather cool. A big dirt remover, followed by a couple of

little blasts to dig further into the hill, then another remover, and so on, is an excellent mountain eater when you feel like showing the bad guys the meaning of gravity. A shower of a half dozen lavas deals swiftly with any poor unfortunate in a hole. A "bracketing" collection of dirt balls fired at a close-to-vertical angle builds a monster mountain. And so on.

Charr has plenty of points of similarity with Artillerus, including the easily changed sounds. It's good that you can replace the standard sounds with any other IFF format samples you happen to have (just copy them over the original sounds, using the same names), because the built in sounds, like those for Artillerus, suck.

There are irritating features, too. The computer opponents are still as dense as Homer Hudson Octuple Chocolate Chocolate Chip (Hey! Look! An opponent with no shield and 95% damage! I know - I'll hurl harmless dirt weapons at him!), and they still have infinite cash to make up for it, resulting in the occasional Holocaust From Nowhere and a million and one changes of shield in the course of the game.

Weapons still occasionally behave in unadvertised ways. The damage system is still arcane, seemingly inconsistent and completely undocumented, as is the financial system - it seems to cost money just to be there for a turn. But hey, mellow out. It's just a game. And with a few friends, it's a darn good one.

On the companion disks, naturally. You can get the abovementioned companion disks by calling Prime Artifax on 1800 252 879 and asking for HotPD 23. Only \$9.50 the pair. Do it now. Right now. You'll feel better. The voices will stop. Go on, it's so easy...

□

AMIGA Review

1995

READER SURVEY

(CUT OUT OR PHOTOCOPY)

Hardware

- 500 ☐ 600 ☐ 1200 ☐
 3000 ☐ 4000 ☐ CD32 ☐
 68020 ☐ 68030 ☐ 68040 ☐
☐ Hard drive
☐ Modem
☐ Printer
☐ Genlock
☐ Video Digitiser
☐ Sound Digitiser
☐ CD-ROM

Other

Total RAM(Mb)

HARD DISK(Mb)

Main applications

List the programs you most like to use ...

- 1.....
 2.....
 3.....
 4.....
 5.....

Would you be prepared to pay more per issue to keep acar going if things get tough?

- ☐ Maybe
☐ Yes
☐ No

Buying plans

Do you:

- ☐ Use a PC
☐ Own a PC
☐ Use a MAC
☐ Own a MAC
☐ Plan on buying a PC
☐ Use an emulator

The future

Will you stick with AMIGA

- ☐ Regardless
☐ For a while
☐ If positive outcome of sale on 21st April
☐ Until I can afford something else
☐ Uncertain
☐ No

Interests

Tick as many as you like!

- ☐ Animation
☐ 3D Modelling
☐ AMOS
☐ Assembler
☐ Blitz Basic
☐ C
☐ CanDo
☐ Communications
☐ Databases
☐ Demos
☐ Desktop Publishing
☐ Games
☐ MIDI Music
☐ Painting/Graphics
☐ Sound/Music
☐ The Internet
☐ Video Editing
☐ Wordprocessing

Other

AMIGA REVIEW Suggestions

I like.....

 I love.....

 I hate.....

Please can you

.....

Optional

Name

Address

Suburb Postcode

Tel WK HM FAX

EMAIL

POST TO : STORM FRONT STUDIOS
PO BOX 288 GLADESVILLE 2111
OR FAX: (02) 879 4236

I would like to subscribe for 12 issues - please bill me ☐

or charge my: ☐ MC ☐ VISA ☐ BC

CARD NO. EXP DATE:/.....

Other suggestions:

.....

Free Reader Classifieds

A1200 60 Mb HD GVP 50Mhz accel. 50Mhz 68882
FPU, SCSI CD-ROM, ext SCSI, 4Mb RAM,
\$2000. Ring Milam Macic on (06) 299 5020.

A1200/40, GVP A1230 Turbo w/4Mb fast RAM,
1084 monitor, 1011 Ext drive, star LC200 colour
printer. All original software + manuals, including
DPaint AGA, Final Copy II and more. \$2000 the
lot (all mint condition). Also 1Mb A500, \$200.
Contact Greg on (075) 971 486.

A3000/25, 6Mb RAM, 210MB HD, MFCIII, NEC-
CDR-25 CDRom, 1084S monitor, Citizen 120D
Printer with stand. \$2100 ono. Ph Darrell on (06)
291 4635.

A4000/30, 16Mb fast RAM, 2 chip RAM, 120 hard
disk. WB3.0, GVP SCSI card A4008 Spectrum
28/24 EGS graphics card. Syquest 88 drive with
disks. Emplant. 1 1084s monitor, 1 NEC multisync
3D monitor. Fastprep 2.0, Excellence, Vista Pro,
Distant Suns, Terraform, Makepaths, others.
\$4500. Ph Colin on (02) 319 3102 or fax (02) 319
3794.

Action Replay 3 Cartridge to suit A500, Amiga-
DOS double cassette instruction pack, Amiga-TV
connector, Bill's Tomato Game and an IBM mouse
(new). Will sell the whole lot for only \$160, deliv-
ery included. Ph: (06) 255 2369.

Amiga A2386SX-25 Bridgeboard, 3Mb RAM,
Janus 2.1, MSDOS 5, SVGA multi-I/O (2 serial, 1
parallel, 1 game, 1 IDE controller, 1 floppy con-
troller, 512k SVGA graphics chip set), 40MB IDE
hard disk. IBM HD floppy required but not includ-
ed. Neg. \$760 the lot. Contact Craig Arnoldt (054)
419 769(BH), (054) 413693(AH).

Amiga 500, 1Mb upgrade, 1084S stereo colour
monitor, excellent games and programs, TV adap-
tor, mouse and joystick. All manuals included, per-
fect working order. Great for students, games play-
ers or programming. \$400 ono. Ph: Dale (074) 490
167.

Amiga 500, 1Mb, WB1.3, Commodore 1084S mon-
itor, original manuals, stacks of games, demo
disks, cover disks and business software. All in ex-
cellent condition. Sell the lot for \$500. Ph: Mered-
ith home (059) 683 082 or work (03) 558 9866.

Amiga 500, 2Mb RAM, 40Mb HD, MIDI inter-
face, joystick and external floppy, colour monitor,

LOGO, Micro Maths, some games \$500. Bars and
Pipes Pro \$150. Bars and Pipes V1 \$100. Music
print program \$50. Grafton (066) 424 717.

A500, 2 disk drives, 2Mbs, 1084S, Action Replay
Mark3, Workstation case to stack the monitor on
and a lot of original softwar. \$680. OS2 with hard
bound manual an option. 3rd edition ROM kernal
manuals \$100. AMOS Professional \$60. Other tit-
les. Phone (076) 355898 ask for Matt and make
an offer.

Amiga game: Theme park (A1200). As new. All
manuals, \$70. PC games; Dune, Robocop, Wing
Commander and Lure of the Temptress, \$15 each.
Ph Davo (089) 275 083.

Amiga Productivity Software. All original.
VistaPro v3, \$45. Final Writer v2, \$60. DirWork
2.1, \$40. Superbase Personal 2, \$20. Australian
Graphic Atlas with extra modules, \$40. Megadisks
1-40 & cards, \$25. Intro to A1200 vol.2 video \$20.
Mini-Office 5-in-1, \$15. Pen Pal v1.4, \$5.
Superplan, \$15. Supertex Viatel software, \$10.
Contact v2.0, \$20. GPterm v4.0, \$15, Diskmaster,
\$10. Biblereader bible-on-disk, \$20. DUDE
dirutil, \$5. HPDeskjet printer drivers (3), \$10. I.E.
AGA icon editor, \$5. Amiga Vision Professional
v2.04, \$65. Deluxe Print 2, \$25. Call Craig
Arnoldt on (054) 419769 (BH), (054) 413693
(AH).

Attention: All Amiga 500 users interested in swap-
ping PD games, utilities, tips, demos, graphics,
music etc etc. Send all your stuff or a SSAE to
Brad Wightman, PO Box 507, Engadine, 2233.

Bernoulli 5-1/4 Internal 90 Mb removable media
SCSI drive with two 90Mb disks, \$350 ONO. Ph:
Mark (041) 112 1440.

C128 Software, 1 only original unused copy of
Timeworks, Data Manager with report writer.
Complete general information storage & retrieval
system with report writing, graphics, statistics &
label making. With manual. \$20 ono. Ph Steve
(051) 762 877.

C64 with 256k RAM expansion. Unique produc-
tivity, developers or educational system. Includes
disk drive, mouse. GEOS productivity software,
Pascal compiler, games and heaps more software.
Nearly 20 books on BASIC and Kernal ROM
chips, 6502 assembly language, GEOS program-

mers manuals, etc, introductory and advanced. Parallel printer interface, 100 blank disks - absolutely everything you will ever need! \$500. Ph: Malcolm or Geoff on (03) 802 3758.

CD32 Excellent condition with games: Oscar + Diggers, Sleepwalker, D-Generation, Nigel Mansell, Trolls, Dangerous Streets, Lotus Trilogy, Brutal Football, Impossible Mission and coverdisk. \$500 the lot. Ph: Stan (03) 458 2442.

CanDo v3.006 \$150, Superbase 4 (latest version) \$100, DirWork 2.1 \$40, Disk Expander \$40, DirOpus 4.01 \$50, AmigaVision \$20, GPFax \$20, ArtDpetPro v2 \$40, AMOS Pro \$80, AMOS Compiler (for v1.3) \$20. If anyone's interested, ring me on 635 1353.

Commodore 1942 Multiscan Monitor. Built in speakers. VGA compatible. Displays all AGA modes of the A1200/A4000. Amiga adaptor included. Near new. \$590. Call Craig Arnoldt on (054) 419769 (BH), (054) 413693.

For sale: A500 1Mb RAM V1.3 + V2.0 with ROM sharer, 1084S Stereo Monitor, MPS 1250 Printer, External FDD, mouse & joystick plus CD32 linked to computer. All brand new condition with boxes. All manuals plus software, \$1500 the lot. Ph (03) 890 7420.

For sale: SCRAM 2000 Hard Drive Controller card. To suit A2000 etc. With 4Mb RAM on board which can be expanded to 8Mb. Latest chipset & software. \$370 ono Phone Steve (02) 708 4403.

Hewlett Packard Deskjet 500C printer - colour and black and white plus drivers and Turboprint. Ultra high quality and economical. Normally around \$900 - yours for \$450, still in warranty. Ph: (06) 258 2904.

Milestones pack (Spherical, Hard & Heavy, Circus Attractions & Grand Monster Slam.) Photon Storm, Graffiti Man, Foundations Waste, Turbo Outrun & Power Drift. All \$15 each. Hunt for Red October and Galaxy Force \$20 each. All originals with manuals. Ph: Michael (067) 549 258.

Monitors, green/amber screen, video input, 4 in total, some working some need attention, with some spare parts. \$50 the lot. Ph: Meredith home (059) 683 082 or work (03) 558 9866.

NEC 3D Multisync monitor 14" screen. 15khz - 31khz scan rate. Ideal for PC's, Mac or Amiga 1200 or 4000's. Adaptor provied for Amiga buyer.

VGA compatible. Neg. \$530. Contact Craig Arnoldt (054) 419 769 (bh) or (054) 413 693 (ah).

One Amiga 1200/40, 2Mb RAM, 1084S stereo monitor, citizen 200GX colour printer, mouse, 2 joysticks, productivity software (WP, DB, spreadsheet, comms), games (Pinball Fantasies, Robocop 3, Grand Prix Circuit plus various AGA games). All hardware in excellent condition, still have original boxes and manuals. Quick sell - \$1400 ONO. Ph: David (044) 711 690 after 3:30PM.

Playmation, V2.48 (latest). Original disks and manual as new. Unique spline patch character animation package. Mac and PC compatible. Cost \$450, sell for \$200 ono. Call Grant (08) 212 7939.

Quickbudget V2.1: Small but great home budget program. Supports 3 incomes and 36 expense catagories, all on-screen at once. Discover what you'll save in 1-10 years based on x dollars per week. Save your budgets to disk, edit the expense fields, print your details. Includes on-screen calculator. Workbench 2+ only. ONLY \$10.00! Ring Paul Shandi on: (02) 971 9697.

Software Lightwave V3.5 \$600. ADPro V2.5, \$130, VistaPro V3 \$50; Imagine V3, \$250; Imagine V2, \$60; Typesmith V2, \$100; DirOPUS V4.11 (with rego card) \$50; Forge/Essence II, \$100 (with rego card); ProDraw V3, \$90; DPaint IV \$80; Find a Word Wizard, \$45; Crossword Wizard, \$45; DSS8+ sound sampler, \$100; Imagemaster RT V1.0, \$75; V1.50C, \$90; PLUS all 5 Lightwave videos, 3; Imagemaster videos; Pagestream 3; Final Writer; PD disks, Type1 fonts; Aussie clipart; Aust Graphic Atlas; Pixel 3D Pro; Art Expression; Ring (046) 461 154 after 5PM or weekends.

Wanted for Amiga 500. A set of WB2.1 manuals with or without disks. Anyone with set surplus to requirements please contact John on (071) 271 515.

Wanted to buy, Amiga 500/600 games. Pool of Darkness, The Dark Queen of Krynn, Treasures of the savage frontier, Death knights of krynn, Shadow sorcerer, Matrix cubed. Ph Gavin (049) 515 537.

Wanted- Copies of Mag CU-Amiga + disks. Nov '94, Dec '94, Jan '95. Send details of price to: Ian, c/o PO Box 90, Eaglehawk, Vic 3556.

Wanted: Amiga games like Road Rash, Final Fight, any pool or snooker games. Plus any others. Ring (047) 826 289.

Work available for Amiga artists, composers, renderers, designers, animators, commissioned piece-work. Send example disk and details to PO Box 7, Forest Hill, QLD 4342.

Ads appearing for a second month

33MHz 68882 FPU for Amiga 4000 030 with 40MHz crystal. \$125. ph. (07) 375 5396.

68030 25mhz Accelerator with 68882 and 2 megs 32 bit ram \$450 ono. Suit A500, A1000, A2000 80286 Bridge Board with hard disk card, 5 1/4 disk drive and all software and manuals \$100. Or both for \$500. Phone (02) 439 3929 wk. Ask for Nic.

A1200/40 with white 1084S monitor. Both are in good condition \$900 together. AMOS Professional and AMOS Pro Compiler \$100 together. I have plenty of other programming material. Phone (076) 355 898 for more information - ask for Matt and make an offer.

A2000 1084S Monitor, 7Mb RAM, 2 hard drives 130Mb total, 3 disk drives, 1.3 and 2.4 ROMS, books and some software, \$800.00. Ring Keith (02) 557 1591.

A2091 Hard disk controller 2Mb 50Mb HD \$350.00 ono. AUSGEN (GENLOCK) \$140.00 ono. A2000 Keyboard brand new \$90.00 ono. Miracle Keyboard Piano Teaching System \$450.00 ono. 5 1/4 disk drive as new with 200 disks \$200.00. Phone (066) 449 648.

A2500, 120 Mb SCSI HDD with A2091A controller, A2630 accelerator - 25 MHz 68030 + 68882, 5 Mb memory, Flicker Fixer, WB 2.1, \$1000. Phone Richard on (049) 873 940.

A2500, 40Mb HD, 3Mb RAM, 2FDD, Eizo Multiscan Monitor, external speakers, 2620 accelerator, Vortex Golden Gate 386SX-25 bridgeboard with high density FD, KS1.3 and KS2 on 3-way ROM switcher, WB1.3 and 2.1, AlfaData optical mouse, 2 joysticks, selectable PAL/NTSC mode, Final Writer, Pro Calc II, SAS/Lattice C V5.1. \$2000 ono. GAMES: Gunship, Civilisation, Lemmings, Robosport, Ultima VI, Legend, AD&D Limited Edition set, Populous, Powermonger, Spirit of Excalibur, plus

others. All original disks and manuals. \$15-25 each. Call Andrew (w) (02) 772 8577. (h) (02) 774 2957.

A500, 1Mb, Kickstart 1.3 + 2.04 Switchable, External 3.5 inch Floppy. All Original disks + manuals. RF modulator (for TV), inc Original Games: Railroad Tycoon Carmen San Diego + More. Many cover disks + magazines (UK + Aus) VGC. Reluctant Sale \$250. (incl. Postage anywhere in Aus) Sat-Sun only Call Chris on (03) 478 1374.

A590 CD ROM drive for A500 inc. power supply and titles \$160, CDTV with Genlock, trackball and heaps of software \$300, Amiga Genlock \$150, Amiga 500 1Mb with 1084 monitor and action replay cartridge \$500. Phone (066) 452 722.

A3000, 2Mb chip, 4Mb FAST RAM, 2.04 ROM installed, 2 Quantum SCSI HD's (1 x 105Mb 1 x 270 Mb), Roctec 3.5 External FDD, NEC CDR-75 CD ROM Drive, NEC QUAD Multispin CD ROM Drive, Archive Viper 250Mb Tape Backup Unit, Matsushima Multisync monitor, Panasonic KX-P1121 Multi-Mode 24 pin printer. Maestro 288FM 28,800 baud modem. BOSS joystick. Several IBM and Amiga CDs and 100's of disks. Over 150Mb's PD-Shareware software. Fully functional and registered Mebbsnet Professional BBS software included. Phone (074) 942 655 b/h. Netmail 3:640/456 Fidonet or internet kevin@nugent.brisnet.org.au.

Amiga 3000 - 25 Mhz 68030, 25 Mhz 68882 6Mb RAM, High Density 1.8Mb Floppy Drive, 52Mb Quantum Hard Drive, All original manuals plus Amiga Vision Authoring software. \$1290. Ph. (07) 375 5396.

Amiga 4000/040, 6Mb RAM, 120 Mb HD, Buster upgraded, 1 X DSHD FDD, 1 X DSDDD FDD, 1960 High Res Multiscan colour monitor, Star NX-1000CL colour printer, Golden Image Hand Scanner, GVP SCSI controller card, WB 3.0, Software - Pro Page 4, Digiview 2, DOPUS, Excellence 2, Pro Draw 3, 5 CD's. ALL ORIGINALS IN BOX. All for \$4500 Phone/Fax (044) 713 516 or Phone: (044) 724 381.

Amiga CD32, good condition with magazines \$200.00. Also CD32 games - The Chaos Engine \$20, Microcosm \$20, The Lotus Trilogy \$15. Amiga 500 with 1 Meg RAM, working condition \$75. Phone (087) 232 368.

AMIGA GAMES FOR SALE: Original Games:

Ultima VI, Conquest of Camelot, Red Baron World War 1 dogfight action, Hired Guns, Chrono Quest II, Syndicate, Advanced Dungeons and Dragons limited edition collector set no 2083, \$30 each or \$200 the lot. Contact Peter Ditsch, NT (089) 412 679 after 4pm or (089) 805 841 during working hours.

Amiga Software: Original software, both titles perfect cond, Sim City 2000 AGA - 4 weeks old, manuals + box + original disks, needs 4MB RAM and 5 MB HD space. PC Task V3, latest registered version of PC 286 Emulator, 8 weeks old, original disks, original manuals + box. \$125 Lot, or, PC TASK 3 \$90 & S C 2000 AGA \$45. Call Kris (052) 41 1171 (4.30 pm +).

Bernoulli External 90Mb removable media SCSI drive with two 90Mb disks, SCSI and power cable, \$450 ono. Will sell as internal unit for \$350 ono. Mark (041) 1121440.

C64/128 Clearance. Original as new. Flexidraw, Home Design and Light pen package \$120. Telesys \$25. Xetec Jr \$55. Modem with RS232 \$50. FastLoad Cart \$25. SimonBasic Csr \$25. Handic Spreadsheet Cart \$30. Bible KJV Complete \$65. NIV NT \$25. Phone Swan (044) 713 246.

Caddies wanted for CD-ROM drive (08) 346 5665.

Cannon Fodder \$32. Diggers & Oscar on 1 CD \$12. Phone Dave on (06) 282 4934.

Canon BJ10 Printer + Cut Sheet Feeder \$300.00. Syquest 44Mb Removable (int) + 3 cartridges \$250.00. (042) 673 861 after 6pm. Ask for Norm.

CD 32 Console includes Diggers and Oscar CD still in box \$420. Call Seby (08) 298 3425.

CD 32, Emerald Mines, 5 Lover disks, As new. \$350. Communicator with MIDI input \$120. Phone Bob 075 303 271.

CDTV + remote control + welcome CD. As new in carton \$280. Illustrated works of Shakespeare \$30. Psycho Killer \$20. Fleetwood Mac - CD graphics \$20. 5 CD caddies \$40. Trackball controller (infrared) \$40. Or the lot \$360. Myron (02) 365 2820.

DCTV, display images and anims in 2 million colours using composite output on 1084 monitor or TV. Digitise 24 bit pics in 10 secs using composite input. Includes manual and disks. \$290 ono. Mark (041) 1121440.

Final Copy II Rel 2.0 plus 20 Extra fonts Vol 4, original disks and manuals as new, rego transferable to your name, \$80 ono. Mark (041) 1121440.

For sale or swap: Amiga CD32 Games. Nick Faldo Golf \$25. John Barnes Soccer 410. Wembley Int Soccer \$25. Nigel Mansell \$25. Gunship 2000 \$28. Psycho Killer 415. Phone (047) 825 289

FOR SALE: 5 "Advanced Dungeons and Dragons" titles plus Buck Rogers "Countdown to Dooms-Day" - Space Crusade - Bard's Tale III and PowerMonger. \$25 each ono. Ring (07) 264 2873 after 5 pm. For Amiga 500.

FOR SALE: ABSOLUTE BARGAIN. As new condition. CD32 Console + 2 Control Pads + Games. Gunship 2000, Banshee, Ultimate Body Blows, Jet Strike, Universe, Super Stardust, Sub-War, Tower Assault + Alien Breed, Death Mask, Liberation, The Chaos Engine, D Generation, Wild Cup Soccer, Sensible Soccer, + 7 CD32 Demo Discs + Stacks of CD32 magazines and Amiga magazines. THE LOT \$1,200. Phone (02) 759 2494 - Greg after 6 pm.

For Sale: Bard's Tale 2 for \$15 (Amiga), Lost Treasures of Infocom \$45 (Amiga), GIFS Calore CD-ROM \$20, and Psycho Killer \$20 (IBM and Amiga). Contact: Shane Robertson (043) 992 437.

FOR SALE: C64 Keyboard, 1545 disk drive, 1526 Printer, brand new printer ribbon, computer leads and assorted games. \$180 the lot, ONO. Phone 584 2538 after 5pm and ask for Rhonda.

For Sale: C64 software. Printshop, Pocket Writer and over 30 assorted games \$60 the lot. Phone Brett - Gold Coast (075) 357 079.

Game - "Soccer Kid". Excellent platform game reviewed in March 1994 ACAR. Sell - \$20 Ph. (07) 208 1238.

Harddisk. Seagate 240 Mb SCSI drive, \$180 ono. Mark (041) 1121440.

Imagine 3.0, original disks and manual as new, registration transferable to your name, \$250 ono. Mark (041) 1121440.

Loyal Amiga owner (A500) age 15 looking for people to write to of any age. Interests include Amiga games, sports and programming in Blitz Basic 2. Brett Radzik. 12 Sorata St, Port Augusta, SA 5700.

Opalvision mother board. Includes Opal Paint & Opal Presents. Perfect condition. Original disks & manual supplied. \$650. Kevin. Lower Templestowe VIC (03) 850 9422.

SELL or SWAP: Black Crypt \$25. Monkey Island 2 \$30. Colonel's Bequest \$25. Adventure Games Wanted. Phone Marina (043) 343 917.

Software - Shareware and Public Domain. Huge range available for Amiga, C64/128 + IBM and Compatibles - described on Disk Catalogues. Tel. enquiries (08) 346 5665.

Supra Turbo 28 Accelerator for A500 - A2000 Brand New \$300 ono. Post Free. Phone 065 451 545

TAD Disks - Home Brewer, Fractal, Icons, Disk Helpers, Logic Games (TAD Tiles), Pix, Jigsaws, Kids Disk, Flight. All profits to charity. Send \$6 per disk plus \$2 (postage) to: Amiga Disks, Technical Aid to Disabled, 67 Launceston Street, Lyons, ACT 2606 or send SSAE for more details. Phone enquiries (06) 285 4040.

WANTED: The CDTV title NASA - The Heroic Age of Spaceflight. Please call (02) 399 5869 and ask for William.

WANTED URGENTLY: The Accountant by KFS Software. Will buy or swap with other software. For Amiga 500 KS 2.0. or similar software. (047) 826 818.

Wanted: All Turrigan games for all Amigas. On floppy disk or CDTV. Especially wanted Turrigan 3 on CD32 or floppy also wanted, MPEG module for CD32. Will pay well PH: (02) 651 3409.

WANTED: Amiga 1200 (AGA) Software. If you have games/utilities under \$20.00 each let me know. Also interested in magazines/books that contain A1200 information. Ring (06) 255 2369 after 6 pm please.

WANTED: Amiga art for upcoming book. Please send in your art and as much detail as possible on how it was done. Please send art on blank disk and as many images as you like. Send to Renaye Jolly, 6 Dixon Street, Prahran VIC 3181.

WANTED: CD-ROMS to suit A570, CDTV prefer Encyclopedia, Utilities, Games. In that order. Phone Wayne on 069 254 954 (ah).

WANTED: Games, utilities and publications (including magazines) for the A1200 (AGA only). Also, if anyone has "Pinball" games, especially "Pinball Illusions" please ring, nothing expensive please. Phone Carlos (after 6:00 pm) (06) 255 2369.

WANTED: Original or Copy of ICD's ADRAM 540 memtest and File disk. Contact: Cliff Hickman (049) 469 611.

WANTED: Phasar 4.0 Home Accounting, Phone Mike (07) 264 3264.

WANTED: Pixmate manual (will photocopy). Our manual was lost in a school fire 2 years ago and the expert has since left. Art Dept. PO Box 345 Belmont High School Belmont NSW 2280.

WANTED: Players manual, (Frontier Elite play book) have original game disk (manual lost while moving house) ask for David on (08) 386 0061. After 4pm.

WANTED: Red Storm Rising and 688 Attack Sub for the Amiga 500. Call John (02) 521 7636 after 5pm weekdays. No pirate software considered.

WANTED: Service manuals for CBM 1084S-D monitor, A500, A/B2000 and A570 equipment. Circuit diagrams for 1084S-D and A570 only also required. Phone William (02) 642 8263.

WANTED: Superscript for the C128. Phone Bill on (042) 297 556.

READERS ADVERTISE HERE FOR FREE!

**By mailing your ad to:
PO Box 288 Gladesville
NSW 2111
or by fax on:
(02) 879 4236.**

Reader Services - Back Issues

June 1993 Vol 10 No 6

- 3D Animation with Aladdin - Easy for beginners - The Animation Workshop - How to beat those disk swapping blues - Deluxe Paint Tutorial - Animating in (apparent) 3D.
- Amos column - Andy's Attic - Exploring WB2 - CanDo - Your own directory Utility Part 2 - Education Column - World construction set - Down the Opal mine - Using the Alpha Channel - C64 Column - Hot PD - Games - KGB, Fate - Gates of Dawn, Darkseed, Civilisation, King's Quest Full Solution Part 1.

July 1993 Vol 10 No 7

- Real 3D 2.0 - Accelerators - Golden Gate - Microdeal Clarity - Home Accounts 2 - DPaint - Animation in 3D.
☆ Education - Back to Basics - Amos - CanDo - C64. Andy's Attic - Hot PD - Games - Chaos Engine, Beavers, Sleepwalker - Vikings, Solution to SuperFrog Part 1, Kings Quest 2.

August 1993 Vol 10 No 8

- Show Report - Vidi Amiga 12 - Final Copy II - Sound Digitising - Intro to Desktop Video - Hypercache Professional - Education - Aust Graphics Atlas - CanDo - DPaint Tutorial - C64 Column - Amos Column - Opal Paint's Zap function
☆ Hot PD - Games - Hired Guns, Trolls, Graham Gooch World Class Cricket- Solution to SuperFrog Part 2.

September 1993 Vol 10 No 9

- Art Expression - Paint Program - 68060: the Next Generation - Power Copy Professional - Quarterback Tools Deluxe - CanDo 2.5 Upgrade - DPaint Tutorial - Hot PD.
☆ C64 Column - Amos Column - CanDo - Education - Back to Basics Fractions - Andy's Attic - How to create a RAD drive - Games - Creatures, Flashback, Super Frog, Body Blows, Dark Seed - Solution.

October 1993 Vol 10 No 9

- DPaint AGA - PC Task MSDOS emulation - AmiBack Tools vs Quarterback Tools Deluxe - Personal Paint - Hot PD - Blitz - Andy's Attic - Workbench Tools - DPaint Tutorial.
☆ Education - Learn to play the Piano - CanDo - Make your own Calendar - C64 - Graphics Software - Games - Campo's Int Rugby - Reach for the

Skies - Project X Revised Edition, Syndicate, Street Fighter II, Dune II.

November 1993 Vol 10 No 11

- Brilliance - Hoopy Paint - Amiga on the Cheap - A1200 Video Tutorial - CED 3.5 - Frame Machine
☆ Education - Personal Tutor - Blitz - DPaint - HotPD - Latest Fish Disks - CanDo - Amos - C64 - Games - Pinball Fantasies, Desert Strike, Indiana Jones and the Fate of Atlantis, KGB - Solution Part 1.

December 1993 Vol 10 No 12

- Amiga CD32 - an in depth look - Affordable Tape Backup - SCRAM plus Tamberg - Bernoulli MultiDrive vs SyQuest 105
☆ EGS Spectrum - Education - HotPD - Blitz - more clever functions - C64 - CanDo - Foreign Language file converter
☆ Games - Air Warrior, Two Player Games, 101 PD Games, KGB - Solution Part 2, CD32 Games Pinball Fantasies, Oscar, Diggers.

January 1994 Vol 11 No 1

- Palmtop Computing - low price alternatives to Amiga portable - Final Writer - What the manual doesn't tell you - Deluxe Music 2 - Quicknet - peer to peer network - Understanding Libraries - CanDo - Getting key input - Hot PD - Amos - New extensions for Amos Pro - Blitz - Zones of control - Andy's Attic - C64 Bumper Tips - Games - ACAR PD Games 2, Mean Arenas, Yo Joe!, CD32 Quickshots (D-Generation, Whale's Voyage, Overkill)

February 1994 Vol 11 No 2

- Understanding Genlocks - Final Writer - CoolCat - clipart and animations - Advanced Amiga Analyzer - Upgrading from a 68000 to an A1200 - DPaint Tutorial - Education - Mathmaster II - HotPD - CanDo - Electronic Log Book
☆ Amos - Hacking AMOS Graphic Modes - Blitz - Main loop for a GUI utility - C64 - Art Gallery - Games - Ishar 2 - Messengers of Doom, Frontier - Elite II, Donk, Soccer Kid, Bob's Bad Day, Flashback - Solution Part I.

March 1994 Vol 11 No 3

- Image processing with Image F/X - A1230 Turbo Plus board - VIDI Amiga 12/24 - Capturing high quality images - GVP's new time base corrector board -

Scala MM 300 Synchronous Multimedia - Education - Search for Sanchez - Help Line

☆ DTP Column - Postscript - Hot PD - Fish on ROM - CanDo - Make your own Typing Tutor - Blitz Basic - Data Security - C64 - Online Amiga - Games - Body Blows, Galactic, Zool 2, Alien 3, Lotus Trilogy, FlashBack solution part 2, Deep Force, The Patrician.

April 194 Vol 11 No 4

- Montage 24 - 24 bit video titling - Warranties and your rights - Where do you stand - How to get Broadcast - Sell your Amiga graphics - Introduction to Internet - World's largest network.
☆ Scenery Animator 4 - Virtual virtual reality - Upgrading Fat Agnus - Education - Fun at Sideshow Alley - Blitz Basic Strings - CanDo - Working with Amiga DOS - DPaint Tutorial.
☆ Hot PD - New Fish, plus Mand2000 - Helpline - Amos - Interfaces without banks - Online - Games you can play on your local BBS - C64 - Useful pokes - Games - Assassin (Amiga Games Pack), Cannon Fodder, Tornado, Stardust, Disposable Hero, CD32 Games - MicroCosm, Fly Harder.

May 1994 Vol 11 No 5

- Understanding Amiga Graphics - Computer images often require a compromise between quality and file size - we explain how to achieve the best balance - Modems - An introduction for Beginners - A modem can bring all kinds of information to your Amiga at a very reasonable cost - Up and Running - Making your modem work - trouble shooting and a checklist of what to do.
☆ Personal Write - super cheap word processing with interesting features - Map Studio Vol 1 - JPEG graphics - DPaint Tute - The DPaint beginners friend - Deluxe Paint Tutorial - The sky's not the limit - Education - Crossword Wizard - Hot PD - Utilities extract more from Workbench - Blitz Basic - Squeezing your Data - Desktop Publishing - Creating Reversed text - Help Line - Problems solved - Online AMIGA! - Start your own MAX'S BBS - C64 Column - CMD picks up GEOS - Games - The Settlers, Second Samurai, Kingmaker - Quest for the Crown, CD32 Games - Trolls, Alien Breed/Quak, Project X.

Reader Services - Back Issues (continued)

June 1994 Vol 11 No 6

- Art Department Professional 2.5 - The latest version - The future with AAA, new AAA chips! - DirWork 2 - Amiga Picture Viewers, which is the best - we compare 20 of them - Neptune Genlock, Desktop Video just got better - Amiga Animation Software.

☆ DTP Column, Creating forms in Pro Page - Hot PD - Online Amiga - Blitz Basic - C64 - Games - Liberation - Captive II, Skidmarks, Cliffhanger, Apocalypse, Legacy of Sorasil - CD32 Games, Surf Ninjas, Global Effect.

July 1994 Vol 11 No 7

- Wordworth 3.0 First Impressions - Disk Expander Review - Imagine 3.0 Review - TypeSmith 2.02 - MiGraph MS1200 - Networking Intro - PAR-NET - PageStream 3.0 - Video Creator CD32

☆ Columns - Hot PD - Amos - CanDo - Arexx - Education - Real 3D - Online - Blitz - DTP Column - C64 - Entertainment, James Pond 3, Noddy's Big Adventure, Dyna Blaster, Mr Nutz - Hoppin' Mad, Star Trek 25th Anniversary

August 1994 Vol 11 No 8

- Wordworth 3.0 vs Final Writer, Is bigger always better? - Virtual Memory, Good as RAM? Using your hard disk to make up for low memory - Type-Smith Font Design, Convert, edit and create typefaces for your Amiga - Biomechanics, Podiatrists find a use for the Amiga with a video digitiser - Deluxe Paint Tutorial, Creating lifelike textures and animation - Microvitec Monitor, The ideal monitor surfaces at last, perfect for AGA machines - Imagine 3 Tutorial - Animation Column - InfraREXX Control - Software for Little Kids, a suite of programs for little kids.

☆ Columns - HotPD - DTP - Humorous - Online - CanDo - C64 - PowerDOS - AMOS - CD32.

☆ Edutainment - KidPix, painting made fun - Games, K240, Dragon Tiles.

September 1994 Vol 11 No 9

- Stepping up to CD-ROM, review of the NEC 3X triple speed drive - Piracy, Alive and Well - PAL Lightwave, Newtek's monster 3D rendering pack-

age is now available sans Toaster - SX-1 CD32 Expansion - Supra 28 Turbo, Supra 28Mhz 68000 accelerator gives you power without the price - DevCon Report.

☆ Columns - Hot PD - DTP - Online - CanDo - PowerDOS - Amos - CD32 - C Programming - Education.

☆ Games - Armour Geddon II - Fury of the Furies - Brian the Lion - Benefactor - Traps and Treasures.

October 1994 Vol 11 No 10

- A TBC on your desktop? Improve the quality of your next DTV effort - Amiga into the future, what Commodore UK has in store - Fast Animation, no hardware - A2000 revisited - Graphics boards and mode promotion - Personal Animation Recorder - Registering your Shareware - Turn your A1200 into a CD32... almost!

☆ Columns - HotPD - Blitz Basic - Online - Power DOS - C Programming - Games - Nick Faldo's Golf, Pirates, Impossible Mission 2025 "The special edition".

November/December 1994 Vol 11 No 11

- Brilliance 2.0, 24 bit painting without extra hardware - power to the people! - Disaster Recovery, when in trouble or in doubt, run in circles, scream and shout. Or read this. - Quark Express vs PageStream 3.0, How does the new kid on the Amiga DTP block stack up - Money Matters, a cash book for small business and home - G-Lock, GVP's software controlled genlock - Understanding Fonts - CD Roundup - Easy Ledgers, professional accounting.

☆ Columns - Blitz Basic - Online - AMOS - C64 C Programming - Games - JetStrike - Secrets of Frontier Elite Hintbook. Review of the Competition Pro Super CD32 Controller.

SPECIAL EDITION ANNUAL

January 95 Vol 12 No 1

- Lightwave Goodies, extra software finally in Australia - CEI Conference, hot from the Internet CEI boss Alex Amor speaks - Removeable storage shootout, comparison of the new Bernoulli and Fujitsu 230Mb drives - Magic Lantern - Surf the Net, Internet access with your Amiga.

☆ ANNUAL SPECIAL - Amiga

Dealer List - Amiga Service Centre List - Amiga BBS Listing - Fish Listing
☆ Columns - Online, DPaint, C64 - Games - Super StarDust Alien Breed Tower Assault, Cannon Fodder 2, Beau Jolly Pack including Cannon Fodder, The Chaos Engine, The Settlers, and T2: The Arcade Game. CD32 Banshee.

February 1995 Vol 12 No 2

- Amiga digital video, full digital video editing. - Workbench 3.1, latest version reviewed - PC-Task, Windows capable Amiga for \$129 - Deluxe Paint 5, a sneak preview - Personal Paint 6.0, and the Cloanto competitor! - CEI Conference II, Alex Amor speaks again!

☆ Dealer List update - Corrections and extensions to the January listing.

☆ Service Centre List - More corrections and extensions.

☆ Columns - Online - C64 - Hot PD - Demo Scene - AMOS - Blitz Basic - Power Amiga DOS

Games - Rocketz - Mr Blobby - The Clue! - Top Gear 2 - Marvin's Marvelous Adventure - Rise of the Robots -

March 1995 Vol 12 No 3

- Datastore, a new wave in databases - Real 3D versus Lightwave, both compared - Internet, Cool places on the Web - Aura Interactor, get into your games - A570, Fitting a SCSI hard disk to the A570 CD-ROM - Wordworth 3.1, The latest version - CanDo 3.0, New Version - XCAD 3000, Professional CAD on the Amiga - Commodore Deathbed Vigil and A1200 Intro 2 reviewed. - Insight Dinosaurs, Insight Technology.

☆ User Group Listing

☆ Columns - Help Line - Hot PD - Online - AMOS - Blitz Basic - C64 - Demo Scene

☆ Games - Theme Park - Soccer kid - Subwar 2050 - X-it

\$3.50 each inc. pp. Send cheque or money order, or phone/fax credit number to: Storm Front Studios, PO Box 288, Gladesville NSW 2111. Phone: (02) 879 7455, Fax: (02) 879 4236.

pinball illusions

► As the grandiose super-show-off intro to this latest pinball game proclaims - first there was Pinball Dreams, then Pinball Fantasies, now Pinball Illusions (for about half a second you see a lovely logo containing a far sillier name). The exceedingly talented chaps at 21st Century Entertainment know when they're onto a good thing and have trotted out another in the series of spiffing pin-sims, AGA only and prettier than ever.

You may have missed Pinball Illusions' predecessors. Pinball Dreams was, at the time, the definitive home computer conversion of the mechanical entertainment experience, but it looked sparse and primitive next to Fantasies, which has had a similar number done on it by Illusions. They all feature very realistic ball behaviour, groovy graphics and high grade sound.

What's new?

Well, you get three all-new triple flipper tables - Law N Justice, Extreme Sports and Babe-watch, and they're definitely even prettier than Pinball Fantasies, which was itself most impressive. All of the graphics are beautifully drawn and scroll smoothly, and the fake pinball machine matrix display at the top has also had a steroid injection.

You can view the tables in the traditional low-res monster scrolling mode, which can get to be a pain when you're in multi-ball mode, or you can drop into interlaced jittervision, which shows

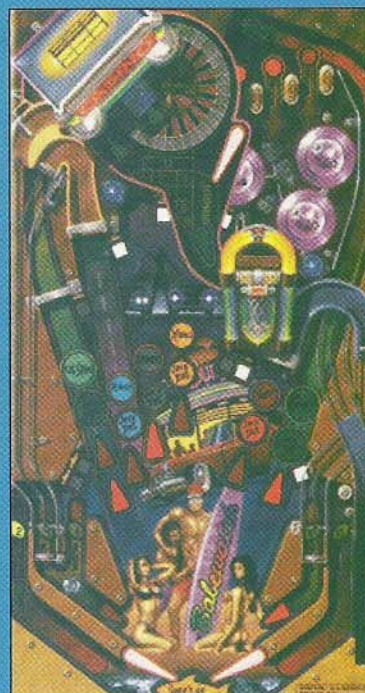
almost the whole table at half width - all the detail's still there, if harder to appreciate, and it doesn't run any slower.

Naturally there are bonuses galore, all of which are explained in detail in the manual. The tables aren't baroquely complex, yet they feature 17, 10 and 12 special modes and features respectively; escapees from Who rock operas are catered for.

You can have up to eight sequential players (and add players in during play, too) and you can bump the table up and from either side; naturally, pounding the table like a bongo drummer encourages a visit from the tilt bogeyman. There are a few annoying bits; the music changes when you're in different modes, but you can't turn it off, and you can still only enter plain three digit high score names. And there's no hard disk installer, though the disks are DOS so you might be able to work something up.

But this is just niggling. If you're a pin-sim freak, Illusions will be on your shopping list, as Dreams and Fantasies were in the past. If you've never bought a pinball simulation but like the idea, Illusions is the best so far and worth having. But if you've got Fantasies or even Dreams and find it just doesn't turn your crank, Illusions probably isn't for you. Face it - strange as it may seem, some people just don't like pinball.

□



Pinball Illusions AGA
Contact:
Amadeus Computers
Ph: (02) 651 1711
RRP: \$69

MARKET PLACE

To advertise here contact Rachel Fraser on (02) 879 7455 or (02) 817 5849

MAIL ORDER SPECIALISTS

02 543-7592 or 015 975-472

Alfa Drive External Slimline FDD	\$159.00
Alfa Power A500 RAM expansion & IDE Controller	\$219.95
Oktagon Zorroll SCSI II Card withroom for 8Mb RAM	\$290.00
Multifacell High speed Parallel and 2 Serial Ports	\$195.00
Tandem Internal CD ROM and IDE HD Controller	\$165.00
Sunrise AD516 "THE" Audio Card	\$CALL
Sunrise AD1012 Audio Card	\$CALL

Modems, Hard Drives, Monitors, Ram, Software

Mega Mouse 400dpi MOUSE THE BEST	\$35.95
Optical Mouse 300dpi Optical mouse with Mat	\$65.95
Optical Pen Optical Pen Mouse "Amiga Artists"?	\$62.95
Crystal Trackball Trackball from Alfa Data	\$65.95
Mouse Master Mouse and Joystick from the 1 port	\$35.95
Emplant MAC Emulator	\$775.00
Emplant 586 PC Emplant 586 PC Emulator	\$CALL
Emplant 586 PC Upgrade PC Upgrade	\$CALL

Tri-Logic

PO Box 115 Menai Central 2234

40 Rosewall Drive MENAI 2234 02-543-7592

Online Ordering Tri-Logic BBS 02 543- 0572

Money Order, Cheque, Direct Deposit, COD Please add \$7.00 for P/P

Fat Agnus PD

17Bit, United PD, Fish, TBag, LSD, complete official AMOS library, all the newest disks - in stock. Huge range of textures and pictures for 3D mapping, Scala, Video titles etc. Over 1200 objects for Imagine and Lightwave.

Send \$5.00 for a 4 disk catalogue (\$6.00 if you require the supplementary Complete AMOS Library disk) to: Fat Agnus PD, PO Box 296, Kalamunda WA 6076

Memory & Disks

ex tax prices at April 6th

1Mb x 1 - 80ns	7.80	PCMCIA Memory	
4 x 256 - 80ns	7.80	2Mb V2BAT SRAM	326.00
1Mb x 4 ZIP - 70	29.00	2Mb V2FLSH RAM	220.00
1Mb x 8 - 80	58.00	SEAGATE 2.5" IDE	
4Mb x 8 - 80	200.00	131Mb 16ms 120K	294.00
		524Mb 16ms 120K	498.00
64 PIN		SEAGATE 3.5" SCSI	
1Mb x 32 - 60GVP	300.00	1052 12ms	550.00
72 PIN		2147Mb 9ms 5YRW	1530.00
4Mb 1M x 32 - 70	228.00	EXT Floppy	
8Mb 2M x 32 - 70	470.00	Sony 880k	125.00
16Mb 4M x 32 - 70	690.00		

Please phone for the latest prices. Sales tax 21%
Overnight delivery, credit cards & trade ins welcome

PELHAM PTY LTD

Tel (02) 980 6988 Fax (02) 980 6991
1st Floor, 100 Yarrara Rd, Pennant Hills 2120
PO Box 382, Pennant Hills 2120

COMMODORE 64 SOFTWARE

Large range of disks for the C64
Games, Utilities, Word Processors, Geos PD,
Demos and more.

Write now for a Free Catalogue
Brunswick Publications

PO Box 745, Campsie NSW 2194

Ph: (02) 759 7343



Amiganuts

PO Box 9001, Wilsonton, Toowoomba
Queensland, Australia 4350
Phone / Fax 076 - 331172

For all your Amiga Public Domain & Shareware programs.
Send \$6.00 for our three disk catalogue, Mention this
advertisement and we will include a FREE games disk.

AMIGA REPAIR SPECIALISTS

All Commodore and Amiga Repairs
Spare Parts and Peripherals

JEC Computer Systems

Suite 1, The Walk, 232 Pacific Hwy
Hornsby NSW 2077 Ph: (02) 477 7988

Code One

For all of the latest in...

Graphics Software • Games • Utilities

Business Software • Hardware

Scanners • Accessories • Digitisers

Printer Ribbons • Touch Screens

Mice • Programming Languages

Reference Books • Modems • C64

Public Domain • Deja Vu Software

What else do we offer?

- Friendly, reliable service
- Full backup and Support
- Latest software releases
- Competitive pricing
- After-hours sales and support
- Laser Printing
- Typesetting & Print Services

For a **FREE** catalogue detailing
our products and services,
simply call, write or fax.



PO Box 192,
Katoomba NSW 2780
Tel/Fax (047) 57 3982
Mobile 018 670 874

SALES & SERVICE BY

HOUSE OF COMPUTERS

Phone: (052) 24 2722
Fax: (052) 24 2720

45 RYRIE ST. GEELONG 3220 VIC

MICROPOLIS 1 GIG Hard drives	
Fast SCSI 2	\$1050
A1200 Hardware DKB1240 Mongoose	
50Mhz 68030 with FPU & 4 Mb	\$999

MODEMS MAESTRO

14400 FAX/DATA	\$399
28800 FAX/DATA	\$499
Also large range of Amiga Software And CD32 Titles from	\$29

We also support T.J's B.B.S.
over 5 GIG of PROGRAMS with 6CD-ROMs online
5 LINE ROCKET ACCESS
Ph: 052-721389 or 052-722154
Mail Order & Bankcard Welcome

Quadrant PD

Monthly SPECIAL!

All Disks \$1.65 each.

17Bit in stock upto 3595

CD ROMS from \$20

PO Box 858

Morley WA 6943

Ph: 018 918 608 - (09) 375 1933

VISA/BANKCARD/MASTERCARD

AMIGA PUBLIC DOMAIN AND SHAREWARE SUPERMARKET

Thousands of disks available

Send \$3.00 in postage stamps for
a comprehensive disk catalogue.

C64, IBM, Compat & Atari ST catalogues also available

LEEJAN ENTERPRISES

MAIL ORDER	TRADING HOURS	RETAIL STORE
PO Box 66	Mon-Sat	489 Marion Rd
Happy Valley	10.30am - 4.30pm	Sth Plympton
S.A. 5159	Tel (08) 371 2655	S.A. 5038

Scarlet

Amiga PD Software

PO BOX 458

Doveton VIC 3177

(03) 793 3814

Phone for
Catalogue Disk
Open 9am - 10pm

Doug Thorp's

Valhalla
Games and hobbies
493 Wellington St, Perth 6000
Phone (09) 321 2909

GAMES!!

Huge ranges of games software for IBM, Amiga, Mac,
Sega, Nintendo, and some Atari and Apple II!
Mail / phone orders welcome - Lists available
(We also have wargames, RPG's, hobbies etc)

There's an Amiga specialist near you!

ACT

Desktop Utilities
PO Box 3053
Manuka ACT 2603
ph: 06 239 6658
fax: 06 239 6619

Ted's Camera Store
9 Petrie Plaza
Canberra City ACT 2601
Software/hardware/video
ph: 06 247 8711
fax: 06 257 2792

NEW SOUTH WALES

Ace Edit
PO Box 323
Bondi Junction NSW 2022
Amiga video editing
ph: 02 398 9039
fax: 02 399 9039

Amadeus Computers
Suite 6
534 Old Northern Rd
Round Corner 2158
ph: 02 651 1711
fax: 02 651 1710

Amitech
PO Box 343
Cronulla NSW 2230
Software/hardware
ph: 048 442 221
fax: 048 442 291

Brunswick Publications
P O Box 745
Campsie NSW 2194
ph: 02 759 7343

Carina Computers &
Communications Pty Ltd
Carina Park, Collector Rd
Broadalbane NSW 2581
Hardware/software
ph: 048 442 221
fax: 048 442 291

Code One
29 Toulon Ave
Wentworth Falls NSW 2782
ph: 047 57 3982
fax: 047 57 3982

CompuParts
1 Kokoda Ave
Wahroonga 2076
ph: 02 489 2133
fax: 02 477 2755

Computer Affair
337 Penshurst St
Willoughby North NSW 2068
Hardware/software
ph: 02 417 5155
fax: 02 4175542

Computer Bits
185 Kirkwood St
Armidale NSW 2350
Software/hardware
ph: 067 712 727
fax: 067 712 727

Computer Coast
PO Box 263
Kincumber NSW 2251
Software/hardware
ph: 043 250 766
fax: 043 237 885

Computer Outpost
PO Box 1014
Mona Vale NSW 2103
Amiga software/hardware
ph: 02 979 5833
fax: 02 997 5641

Digipix Productions
Unit 7 189 Sydney Rd
Fairlight 2094
ph: 02 948 2766
fax: 02 949 5903

Digipix
14 Whiting Street
Artarmon NSW 2064
ph: 02 906 4801
fax: 02 906 1112

Feline Software
PO Box 1003
Dee Why NSW 2099
ph: 02 971 9697

Fonhof Computer Supplies
64 Cross Street
Baulkham Hills NSW 2153
ph: 02 639 7718
fax: 02 639 5995

Hotpoint
3/29 Mitchell Rd
Brookvale 2100
ph: 02 907 1100
fax: 02 907 1166

Hyman Auctioneers
72 - 78 Tattersall Rd
Blacktown 2148
ph: 02 622 9666
fax: 02 831 5347

Impact Camera House
Shop 236 Westfield Shopping
Town
Chatswood NSW 2067
Amiga video
ph: 02 419 7060
fax: 02 413 2228

Jec Computers
Suite 1 232 Pacific Hwy
Hornsby 2077
ph: 02 477 7988
fax: 02 477 6899

KDO Productions
85 Nelson St
Rozelle NSW 2039
ph: 02 810 1733

Megadisc Digital Publishing
PO Box 759
Crows Nest NSW 2065
PD, software, hardware
ph: 02 959 3692
fax: 02 959 3525

NatDisc
24 Salmon St
Turross Heads NSW 2537
Software/hardware
ph: 044 738 862
fax: 044 739 222

Pelham
PO Box 382
Pennant Hills NSW 2120
ph: 02 980 6988
fax: 02 980 6991

Prime Artifax
PO Box 288
Gladesville NSW 2111
Amiga PD and shareware
ph: 02 879 7455
fax: 02 879 4236

Resource Management Force
70-74 May Street
St. Peters 2111
ph: 02 550 4244

Shareware Access
Suite 11, 9 Abel St
Penrith 2750
ph: 047 222 893
fax: 047 215 277

Shop 4 Computers
Cnr Burrell & Atchison St
Wollongong NSW 2228
Software/hardware
Amiga and PC
ph: 042 262 688
fax: 042 273 527

Sigmacom
Suite 17, 20-24 Gibbs St
Miranda NSW 2228
Software/hardware
ph: 02 524 9846
fax: 02 540 4554

Softtrade
7 Hareford Rise
Fishing point NSW 2283
Software/hardware
ph: 049 753 030
fax: 049 753 651

Software Circus
27 Darling St
Kensington 2033
ph: 313 8484

Solutions Rendered
PO Box KL 906
Kings Langley NSW 2147

ph: 02 838 9376

Southern Cross
Diving & Salvage
29-31 Burne Ave
Dee Why NSW 2099
Video/ DTP/ CAD
ph: 02 982 2291
mobile: 018 274 025

The Gamesmen
491 Forest Rd
Penshurst NSW 2222
Software/hardware
ph: 02 580 9888
fax: 02 580 9998

TriLogic Computer Suppliers
40 Rosewall Drv
Menai 2235
ph: 543 7592

Unitech Electronics
PO Box 150
Minto NSW 2566
ph: 02 820 3555
fax: 02 603 8685

Wall St Video
PO Box 897
Chatswood NSW 2057
Amiga training
ph: 02 411 2108
fax: 02 412 3436

Webb Electronics
1074 Mate St
Albury 2640
ph: 060 25 4066
fax: 060 40 1553

Westcomp
96 Bentinck St
Bathurst NSW 2795
Amiga only
ph: 063 322 611
fax: 063 322 623

NORTHERN TERRITORY

Comserv Electronics
66 Aralia St
Nightcliff Darwin NT 0800
ph: 089 482 500
fax: 089 482511

QUEENSLAND

Amiga Tech
ph: 015 147 473
fax: 075 936 870

Amiganuts
PO Box 9001
Wilsonton QLD 4350
ph: 076 346 948
fax: 076 331172

Caradoc Enterprises
PO Box 345
Nanango 4615
ph: 071 633 047
fax: 071 633 048

City Computer Centre
Shop 2, 229 Musgrave St
North Rockhampton Qld 4701
Orders only
ph: 079 276 618
fax: 079 273 618

Corpuce Technology
23 Olivia St
Northgate Brisbane Qld 4013
ph: 07 266 1928
fax: 07 266 1928

Don Quixote Software
25A Russell St
Toowoomba Qld 4350
Hardware/software
ph: 076 391 578
fax: 076 320 195

GP Software
PO Box 570
Ashgrove Qld 4060 GP
software only
ph: 07 366 1402

Image Domain
ph: 015 737 435
fax: 07 852 2720

Megabyte Computers
Shop 4A Homebase,
34 Goggs Rd

Jindalee Qld 4074
Software/hardware
ph: 07 279 0666
fax: 07 279 0716

Norsoft
PO Box 2352
Mount Isa Qld 4825
Software/hardware
ph: 077 434 777
fax: 077 434 141

SmallBiz Software
PO Box 24
Golden Beach QLD 4551
ph: 074 919190
fax: 074 926860

Synapse Computer Supplies
PO Box 41
Bulimba 4171
ph: 07 395 6738
fax: 07 899 6980

Telair Electronics
Shop 120 Australia Fair
Shopping Centre
Southport Qld 4215
Software and hardware
ph: 075 312 302
fax: 075 312 302

Tropical TV
Vincent Village
249 Fullham Rd
Townsville Qld 4814
Amiga software/peripherals
ph: 077 791 421
fax: 077 916 643

Video & Audio Aust
Pty Ltd
18 Scarborough St
Southport Qld 4215
Amiga software
ph: 075 914 224
fax: 075 916 643

World of Computers
Gold Coast
PO Box 424
Ashmore Qld 4214
Amiga games
ph: 075 973 260
fax: 075 395 757

SOUTH AUSTRALIA

Amiga & PC Centre
644 South Rd
Glandore SA 5037
Software/hardware
ph: 08 293 8752
fax: 08 293 8814

Amiga P.D. Centre
PO Box 435
St Agnes 5097
ph/fax: 08 396 2163

GSoft
Shop 4, 2 Anderson Walk
Smithfield 5114
ph: 08 284 1266
fax: 08 284 0922

Leejan Enterprises
P O Box 66
Happy Valley SA 5159
ph: 08 371 2655

Myer Colonnades
Beach Rd Noarlunga Centre SA
5168
Amiga only
ph: 08 382 6400
fax: 08 384 6244

Southern PD
Unit 11, 3 Williams Ave
Clymington SA 5038
ph: 08 280 9404

TASMANIA

Robbie's Teletrician
PO Box 111
Burnie Tas 7320
Software/hardware
ph: 004 312 560
fax: 004 313 079

The Floppy Shop
110 Collins St
Hobart Tas 7000
Amiga software/hardware
ph: 002 235 619

fax: 002 237 623

VICTORIA

Bitmaster Software
PO Box 84
Tulamaine 3043
ph/fax: 03 335 4438
Compupal
PO Box 7014
Karrigal Centre Vic 3199
ph: 03 789 1906

Computa Magic Pty Ltd
44 Pascoe Vale Rd
Monnee Ponds Vic 3039
Software/hardware
ph: 03 326 0133
fax: 03 370 8352

Creations
398 Inkerman St
Balacava Vic 3183
ph: 03 527 2278
fax: 03 527 2278

Disk O Tech/
Peripheral Repairs
Shop 2 176 Lyttleton Terrace
Bendigo Vic 3350
ph: 054 416054
fax: 054 416277

Emerald Creative
3/ 268 Balcombe Rd
Mentone Vic 3194
ph: 1 800 639 273

High Technology Computer
Systems 388 Centre Rd
Bentley Vic 3204
Software/hardware
ph: 03 563 9000
fax: 03 563 9222

House of Computers
45 Rylee St
Geelong 3220
ph: 052 242 722
fax: 052 242 720

Inline Electronics
2/10 Bettina St
Clayton 3168
ph: 03 562 6061
fax: 03 562 9843

Maxwell Office Equipment
162 Nicholson St
Abbotsford Vic 3067
Software/hardware
ph: 03 419 6811
fax: 03 419 0160

Megatron
Unit 4, 156-160 Mew St
Ringwood 3134
ph: 03 870 4017

MVB Computers
508 Dorset Rd
Croydon Vic 3136
Hardware/software
ph: 03 725 6255
fax: 03 725 6766

New Media System
2nd Floor,
18-22 Thomson St
South Melbourne Vic 3205
Software/hardware
ph: 03 690 0821
fax: 03 690 0731

Oracle Data Solutions
6 Delamare Drive
St Albans Vic 3021
ph: 03 364 3419
fax: 03 362 1486

PD Diskovery
PO Box 430
Knockfield Vic 3180
ph: 03 758 6852

Peripheral Imports/ TV
Graphics
2nd Floor,
18-22 Thompson St
South Melbourne Vic 3205
Software/hardware
ph: 03 417 3175
fax: 03 690 0720

Peripheral World
506 Dorset Rd
Croydon Vic 3136

Distribution only
ph: 03 725 3233
fax: 03 725 6766

Quasar Distribution
PO Box 33
Southland Vic 3192
ph: 03 583 8806
fax: 03 585 1074

Software Buyers Service
PO Box 486
Box Hill Vic 3128
ph: 03 808 8308

St Alban's Home
Entertainment Centre
24 Alfreda St
St Albans Vic 3021
Software/hardware
ph: 03 366 2396
fax: 03 364 1924

TV Graphics
1 Izett Street
Prahran 3181
ph: 03 521 2455
fax: 03 521 3945

WESTERN AUSTRALIA

Amilight
47A Tate St
South Perth WA 6152
Software/hardware
ph: 09 367 4422
fax: 09 367 4482

Amitir Home
Computer Systems
Unit 1, 36 Gillim Dve
Kelmescott 6111
ph: 09 495 4905

Brideson Pty Ltd
P.O. Box 1326
Bunbury 6230
ph: 008 634 844
fax: 097 258 814

Computer Man
611 Beaufort St
Mt Lawley WA 6050
Hardware/software
ph: 09 328 9062
mobile: 018 911 011
fax: 09 275 1010

Fat Agnus PD
PO Box 296
Kalamunda WA 6076
ph: 09 325 9599

Headlam Computers
116 Cambridge St
West Leederville WA 6007
Software/hardware
ph: 09 388 3666
fax: 09 388 3640

Parcom Pty Ltd
301 Riding St
Balmoral 4171
ph: 07 899 0656

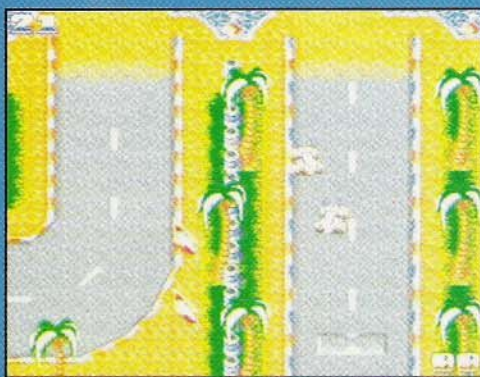
Quadrant Computers
PO Box 858
Morley Private Boxes
Morley 6943
ph: 018 918 608
fax: 09 375 1443

Storm Business Machines
98 Lockyer Ave
Albany WA 6330
Software/hardware
ph: 098 421 180
fax: 098 421 180

Valhalla Games
493 Wellington St
Perth 6000
ph: 09 321 2909
fax: 09 322 7016

NEW ZEALAND

Amuse Developments
PO Box 36254
Christchurch
New Zealand
ph: 64-3-379-9000
fax: 64-3-379-8760



► I've always had time for a good top-down view racing game. All Terrain Racer is a top-downer, and a very nice one too.

From Team 17, purveyors of fine games for quite a while now, it's got smooth control, pretty but clear graphics, decent sound and plenty of options to keep you occupied. There are three flavours of track - racetrack, desert and arctic - and three flavours of car - jeep, buggy and racer.

You can improve your car's engine, gears, tyres and armour, and there are also bonuses to pick up on the track and special one-race boosters - the turbocharger, power steering and power braking.

Racing against the computer's amusing, with the computer opponents, as is traditional, getting better every race, but any game benefits from having the chance to beat your friends, and Team 17 know it.

The two-player race mode in ATR is of the unfriendly type. Not

only do you try to beat your buddy round the track, sideswipe him into obstacles and steal his bonuses, but there are occasional mine and missile bonuses lying around that let you give unto him some instant sunshine.

It's a one-screen, unsplit display for the two player game, with anyone that falls behind and off the screen yanked back up into contention, so you're in each others' faces all the time.

Gripes? Only one. The controls are misdescribed in the documentation, which caused me some confusion at first - but if you use the joystick controls with the gamepad and use the blue button to quit, you'll be right.

Aside from that, this is a class act all the way. Easy to get into, more than 40 tracks, highly playable and a challenging bash your buddy mode. What more could you want?

- DR

CD32 Jungle Strike

Built on the success of Sega and Nintendo series, Jungle Strike has you piloting a heavily armed Commanche gunship and numerous other vehicles, against terrorists and other nasties. Good graphics, okay sound, smooth animation and tough game play. Our review copy came from Computer Afair on (02) 417 5155. RRP is \$69.

- DR

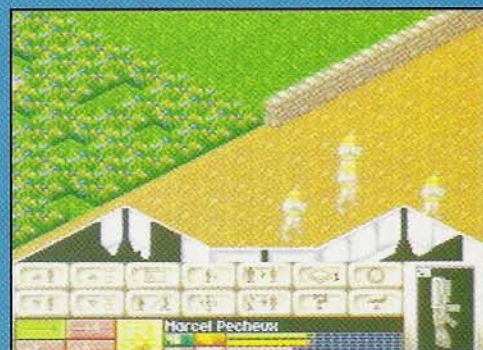
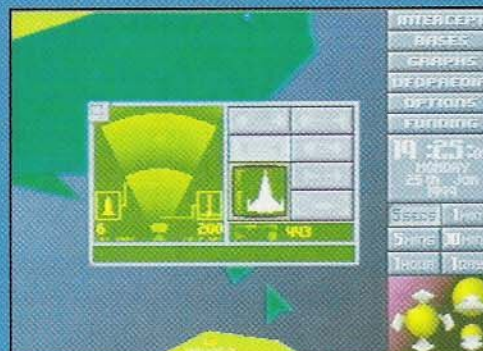




Distributed by Hotpoint
RRP \$69.95 - also available on CD32

CD32 Enemy Unknown

A strategy combat game similar to laser squad. You are XCom. You shoot down UFOs, kill or capturing the occupants, and stealing their technology if you can. The bughunting and blasting section of the game, its strategic core, is strongly reminiscent of Laser Squad - kit your guys out with guns, armour and grenades, send them into the field, tell them what to do one at a time, end your turn and see if any bad guys wander into your line of fire. The control system's got a lot of options, and is consequently not frightfully comfortable for CD32 owners wrestling with the dreaded gamepad. The strategy aspect to the game involves deployment of your forces. A successful campaign is rewarded with new technology. UFO has a sluggish feel and an awkward interface on a TV, and the odd programming glitch. Our review copy came from Amadeus - (02) 652 2712, RRP \$69. - DR



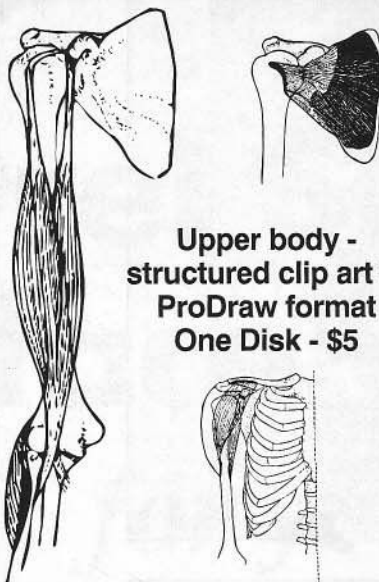
Term 4.1 - NEW

Four Disks • WB2.x or better required

- Many new features
- Many bug fixes
- Generally more reliable
- Improved upload/download handling
- Workbench deposit to upload list
- Better phone book
- More configurable
- AmigaGuide documentation
- Better screen mode support
- Better upload windows

Term 4.0 \$17.00

hard disk recommended



Upper body -
structured clip art in
ProDraw format
One Disk - \$5

Latest AGA PD Games

ALL BRAND NEW TITLES

Tetris Dual AGA \$5

*A two player version of
the brilliant original*

A1200 AGA required

Yahtzoo AGA \$5

*The original dice game
goes digitalis!*

A1200 AGA required

Klondike AGA

Three disk set • HD installable

BRILLIANT Graphics

A classic AGA version of the popular patience style card game. Impressive playing cards in full AGA colour. Amiga 1200 or 4000 required.

We also have a number of other new strategy classic games, including Yahtzee.

©1992 W & A 1992-93 by Andrew T. Smith

Author	Title	Publisher	Year
Adams, Douglas	Gill Gently's Homicide Detective Agency	Pan Books Ltd	1988
Adams, Douglas	Hitchhiker's Guide to the Galaxy, The	Gollub Publishing	1986
Baum, L. Frank	Wizard of Oz, The	Mandarin Publishers Limited	1983
Bertrand, Dick	Uncensored Boy's Own, The	Macdonald & Co. Publishers Ltd	1980
Boardman, Tom Jr	Science Fiction Stories	Octopus Books Limited	1983
Burnet, Frances Hodgson	Secret Garden, The	Octopus Books Limited	1983
Carroll, Lewis	Alice's Adventures in Wonderland	Octopus Books Limited	1981
Clarke, Arthur C.	2010: Odyssey Two	Grainger Publishing Limited	1982
Clarke, Arthur C.	2010: Odyssey Three	Grainger Books	1989
Crichton, Michael	Jurassic Park	Random House	1991
Davis, Jim	Cartels: Here's Looking at You	Reverie Books Limited	1985
Davis, Jim	Cartels: Life And Lausanne	Reverie Books Limited	1986
Davis, Jim	Cartels: We Love You Too	Reverie Books Limited	1985
Doyle, Sir Arthur Conan	I not World: The	Heaven Publishing	1986

Database II

A collection of simple to use database programs for maintaining all sorts of lists - from catalogues to clients. Flexer - pictured above - is one of the new programs included on release II of the database compilation. Flexer's form-like display makes it ideal for beginners, and powerful enough for advanced users.

Workbench 2.x and 3.0

Screen Blanker

SUPER DARK 2.1

SuperDark 2.1 NEW

The ultimate screen blanker - complete with various modules offering a wide variety of blanking activities - highly configurable. Designed to avoid burn-in of static monitor images. Requires Workbench 2.x or better.

One Disk

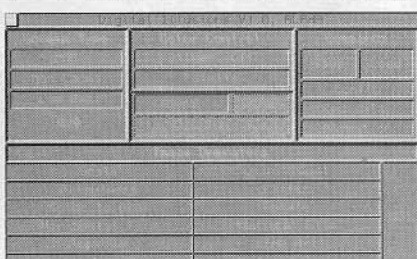
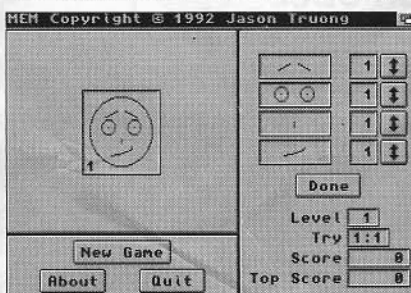


Image Processing

Digital Illusions is fully functional and allows impress image processing and animation functions to be executed on IFF images. Powerful AdPro style interface. One disk. (HAMLAB demo inc. too)



Education #5

We now have a total of six disks of education software. Mem (a memory game - picture above) is from education #5 - one of five programs on the disk. Others include Maths Adventure, Division, Counting and Lemonade. Education 6 has an excellent puzzle game called OXYD.

NEW NEW NEW NEW NEW NEW

Workbench 3.0

NEW NEW NEW NEW NEW NEW

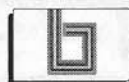
Enhancer

WB3.0 Enhancer NEW

Numerous data types, viewers, utilities and enhancements for Workbench 3.x machines - such as the Amiga 1200 or Amiga 4000. Includes high-speed JPEG and GIF viewers.

One Disk

• Expert Advice •
• Fast Service •
• Mail or Telephone Order •



008 252 879
FREE CALL
Sydney (02) 879 7455

Amiga 1200 Make It Work

Having trouble getting programs to run on your new A1200? This disk gives you a number of options to dramatically improve compatibility. Simply run it first before trying the program in question.

MagicWB - Ideal for A1200

Revamp your Workbench - new icons and backdrops - slick, clean look - needs 8 colour, hires-laced display Ideal for A1200 or A4000 owners with 1940 or better monitor. WB2.x or better required.

New Database and Finance

Our popular Database and Finance disks have been updated with new versions of software and new programs including Flexer and EasyCalc. Now they're both easier to use and more powerful. Update NOW.

EasyCalc →



JC-Graph

Create impressive 3D graphs - save as IFF or object files for Imagine and other animation programs. Load/save and edit data. Works with most wordprocessors and DTP.

Minimorph

Create your own animation of morphing just like program costing \$100's. We'll even scan in your photos for you and prepare them ready for processing. (\$5 per photo) Works in grey-scale only. 1Mb RAM required. Powerful reasonably easy to learn interface. Ideal for A1200.

DISK PRICES

All our disks are covered by one pricing schedule. All prices includes postage, packing and support.

Disks	Price	Cost/Disk
1	\$ 5.00	\$ 5.00
2	\$ 9.50	\$ 4.75
3	\$13.50	\$ 4.50
4	\$17.00	\$ 4.25
5	\$20.50	\$ 4.10
6	\$24.00	\$ 4.00

(for orders of 6 or more disks, each additional disk is \$3.75) We use quality Memorex Brand diskettes.

Price includes postage.
C.O.D extra \$4.75

HOT GAMES DISKS

- #1 - AirAce, Missile Command (Atari style), Care Race, Downhill Racer (Skiing)
- #2 - BlackJack, Metro (Trains), China Challenge, Klondike (21)
- #3 - Hate (3D Perspective shoot 'em up), Megaball break-out style game)
- #4 - Galaxian, Pacman, Space Invaders and Asteroid look-a-likes - "the classics"
- #5 - Imperium, Mech Fight, SCombat
- #6 - Chute!, Defender, Pharaoh's Curse, SkyFight, SpaceWar
- #7 - Amiga Tanx, Cave Runner, X-Fire, Bally III, Llamatron, Obess-O-Matic
- #8 - Asteroids, Bug Blaster, Microbe, Pong, Revenge of the Mutant Camels, Ring War, Trix
- #9 - Pacman (brilliant copy of the original), OmegaRace, Columns, Nebula and POD.
- #10 - Donkey Kong, Galaga (the best!), Artillerus, Fleuch
- #11 - Scorched Tanks - the latest super version, 2-4 players.
- Adventure 1 - Island of Nephoton, Rescue & Jungle, Zut Alorl and Treasure Island. Some text based.
- Star Trek - The Game, with sound-FX, animation, point and click interface, various missions. 1Mb
- Balance of Power - Strategy game for one or two players. Control the world powers to avoid nuclear war.
- UChess - Chess game - Needs 4Mb and accelerator - Ideal for A1200 or 4000. AGA Support.

Home Office

- CAD - Five Programs: Speaker and Circuit Design, Landscape & Architectural

- Database - Hyperbase, HyperDialer, DataEasy, Home Manager, bBaseII
- Forms Designer - Text based forms editor.
- Genealogy 1 - A-Gene and Family History
- Genealogy 2 - ArJay - Up to 1000 people. WB2.x/1Mb required.
- Home Budget - Assorted home finance programs.
- Spreadsheets - Easy to use SCalc, SPREAD and EasyCalc
- Finance - BankN, Your Money, Budget and CheckBook
- Text Editors - Az, UEdit, QED, DME + Text Editors Guide
- Wordprocessing - Text Plus, AmigaFOX, Liner, SuperRetLab, GWPRI and Print Studio
- Protekt 4.3 - Includes spell checker, word count, footnotes, anagrams - hundreds more features. Text only - no graphics.
- Bowling - Keep track of bowling scores. 1Mb required.

Communications

- NCOMM 3.0 - Shareware AREXX, SCRIPTING, simple BBS mode.
- Term 3.4 - Freeware, scripting, powerful, 3 disks, hard drive req. WB2.x required.

Fonts

- CG-Font Pack 1 - Suitable for Workbench 2.x and above, Final Copy, Professional Page, Pagestream and PageSetter III. 60 different Compugraphic fonts. 6 disk set.
- Bit-Mapped Font Pack 1 - Suitable

for Workbench 1.3. Over 40 different fonts, ready to use directly from floppy - ideal for Deluxe Paint and most paint programs. 6 Disk Set.

Clip Art

- Clip Art Pack 1 - A selection of black and white, bitmapped clips, suitable for wordprocessing and desktop publishing. Three disk set - \$13.50
- Structured Clip 1 - Assorted ProDraw format clip-art.

Desktop Publishing

- Pagestream Enhancer - requires Pagestream 2.x or better. New drivers, Postscript utilities and more.
- Professional Page Enhancer - requires PPage 3.x or better. Lots of great goodies for smart borders, copying pages, group, special effects.
- PageSetter 1.2 - Entry level desktop publishing program.

Cartoons (Require 1Mb FREE)

- Cartoon 1: Batman, Shuttiecock, Stealthy
- Cartoon 2: Amy Vs Walker
- Cartoon 3: Juliette, Juliette 2, Juggler 2
- Cartoon 4: F16 Combat, Stealthy Manover II
- Cartoon 5: Bigs Bunny
- Big Cartoons (Require 3Mb)
- Big Cartoon 1: Anti-Lemmings
- Big Cartoon 2: Coyote
- Big Cartoon 3: Pogo
- Big Cartoon 4: The Dating Game (2 disks)
- Big Cartoon 5: Unsporting
- Big Cartoon 6: Enterprise Docking
- Big Cartoon 7: Bait-Masking

Education

- Education 1 - Elements, Draw Map, Rubik, Space Log, Gears
- Education 2 - Gravity Well, Planets, Life Cycles, Orbit, Enigmas, ZPlot
- Education 3 - Word Puzzle, Crossword, Word Game, A-Solve, POWER LOGO!
- Education 4 - PlotMap - Two disk set - creates maps of world, save in IFF format.
- Hypertext - Create text files with links to animation, graphics, sounds, songs - anything (via AREXX). 1Mb & WB2.x required.
- Stockmarket Simulation - Buy and sell shares, take out a bank overdraft, and eventually qualify to join the insiders club. Local program to simulate local conditions.
- Chemistry - Create 3D models of different molecules

Emulation

- Atari Emulator - German Only
- MS-DOS Emulator - PC-TASK (shareware - no write to disk) & Transformer. Run most MS-DOS business software.
- C64 Emulator - Run C64 Program, Interface C64 Peripherals (opt. interface available from U.S.A. Only)

Graphics and Animation

- Graphics 1 - Still Store: For sequencing stills for video production
- Graphics 2 - Mostra, ImageLab, TitleGen, sMovie, Abridge, SceneGenDemo, SlideMaster
- Graphics 3 - Icon-Editor, Turbo Title, Cyro-Animation Utils
- Graphics 4 - FreePaint, Graffiti, PED, PicBase - IFF Database
- MandleBrot Tools - Six Disks, Create

amazing shapes and patterns!

- MiniMorph - Create your own 16 grey-scale morphs. 1Mb
- AGA Demos 1 - HOIS-AGA and AGA- Amiga Boing.
- Mobile! - By Spaceballs - 3D Animation, A1200 and 3000 compatible.
- AGA Images - Six disks of hot AGA pictures including 3D rendered in Aladdin, and photos.
- Imagine Objects 1 - Enterprise, Chess Pieces, Amiga 3000.

Music and Sound

- Med 3.1 - The best Amiga low-level sequencer - some MIDI support
- Sound Tools - Play, edit, arrange, distort and create IFF sound samples
- Sound FX 1 - Filled with short, sweet sound samples - Bells, Horns, Dogs..
- Remix 1 - Two remixed music samples - Madonna and Black Box
- Tracks 1 - 1733, Aggression, Angies, Arkenoid, Atmospheric, AxelF, Azetrev
- Tracks 2 - Beat, Benny, Blochal1, Blochal2, Blue Days, Blue Moon, Boss, Call Me, T.C.S.
- Tracks 3 - Cloud Song, Creation 2, Crookets, Ear, Electric Dreams, Last Ninja II, Megaforce, Metal Synth
- Tracks 4 - Oxygene, Piano-Plink, PopCorn, RSI-Hard, Skylight, Smoke, SupeBASIC, Tocatta
- Tracks 5 - BatDance, Bond, Fresh House, Lambada, Pawn!, WasteLand
- Movie Samples - 9 Disks of IFF "Make My Day" style samples (Tracks 6-23 also available now.)

Improve Your Workbench

- AGA Utilities 1 - AGA Anim players, picture showers, AGA disable, GIF

shower and more.

- WB1.3 Superdisk - Bootable, ready-to-run. Read/Write MS-DOS disks, DIRWORK file manager, AutoCLI WB Enhancer, includes Documentation on disk.
- WB2.x Enhancer - Icons, Presets, NAG program for appointments, Fractal Screen Blanker, KCommodity: Auto window activation, Clock/Memory usage, Keystroke Audible Click, Gadgetless window closing, Hotkey, Mouse accelerator and much more.
- AntiVirus - Latest protection using BOOTX, Tutorial on Virus Protection and more
- Hacker - Rip music from games, create custom boot blocks, look for secret messages on disks
- DOS Utilities III - All the latest PD Utilities to organise your disks
- MS-DOS Utilities - READ/WRITE and FORMAT 720K MS-DOS Disks!
- Hard Disk Utilities 1 - HD Backup, Alock security, Undelete, Disk editor, mark out bad blocks, alter your boot logo, find misplaced files and HDMem.
- Parbench - Network two Amigas via a special Parallel cable. Ideal for CDTV owners to use as a CD-ROM drive.

Programming

- ACE AmigaBASIC Compiler 1.1 - Speed up your BASIC programs into fast executable binary. Includes linker and assembler.
- Pascal - Two disks, PASCAL Includes PCQ compiler, A68K, Blink, Debugger, Mon, examples and PCQ source.

Play Deluxe Galaga

*A brilliant remake of the arcade classic - lots of levels, truck loads of variation, buy more powerful weapons, earn extra ships and find the ten game secrets.

ORDER FORM - Post to Prime Artifax, P.O. Box 288, Gladesville 2111

September ACAR

Name

Address

Post Code

Day Phone

Card No. ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Valid To \ Visa ☐ B/C ☐ M/C ☐ COD ☐ Cheque ☐

Public Domain Disks

Please bill me each month for your NEW disk/s of the month offer : ☐

A different view of databases

a look at Final Data

By Owen James

Like Datastore, the other new database program I reviewed recently, Softwood's Final Data redefines the user interface for database managers. Gone are the familiar blocks of aligned text and movement buttons, characteristic of database software since the release of Superbase. You won't even find many similarities with Datastore. Final Data takes yet another new approach to its interface which looks, well, curiously similar to another kind of application.

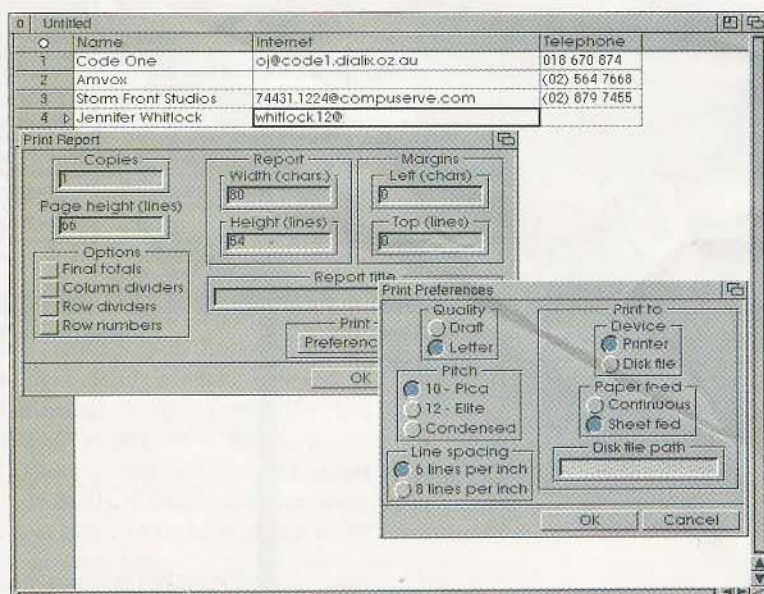
On launching Final Data, you could be forgiven for thinking

you've started a spreadsheet program. There's the familiar array of column titles along the top and row numbers down the side. Yes, this is certainly the interface of a spreadsheet.

Each record is actually a separate row along the screen. In the classic mailing list example, "Cell" A1 would be the surname, B1 a first name, C1 the address and so on. Clicking the column title highlights the entire column, clicking a row title highlights the row. But unlike a spreadsheet, you can't just begin entering data straight away.

Defining a database in Final Data is fairly painless, thanks to a very intuitive requester. This is where you tell Final Data the type of information you wish to record, and how you'd like it handled. Names and addresses are plain text fields, but other columns may contain dollar amounts, dates, times and even calculations. Beyond these simple categories you've got even greater flexibility to define the type of currency to use, how many decimal places to round down to, whether to accept letters, numbers, or both, and even whether you'd like times to be entered in 12 hour format but displayed in 24 hour format.

Defining a column as containing calculations gives you the opportunity to pull in and manipulate data from other parts of your database. This could be something simple like recording how much a client owes at the current level and the 30-days level, with a third column automatically adding these to produce a total. Or it could be something more complex, like deciding the amount of fuel the space shuttle will use up based on the distance value from one column and the payload weight from another. This isn't as flexible or easy as a real spreadsheet program, but



it allows plenty of scope for managing a database.

Entering data is relatively simple - click on a cell and start typing. As soon as you're at the end of one row, it'll loop back and create a new one to allow you to seamlessly continue entering data. Editing is a breeze; just click on or move with the cursor keys to any cell from the current record, or any other record, to change its contents. There's no need to enter any special editing mode. There's the potential for errors if you're not paying attention to where the cursor is before you start typing, but it's an easy system to use.

Once data is entered, it's very easy to cut and paste between records, or even files. Much like a word processor, you simply highlight the data you'd like to cut, copy, edit or move.

Searching for records is relatively fast, even without using the Search function. It's easy to visually scan down the records, especially when they're sorted. The Search function is still very useful, with further options including search just one column and wrap around (search from the current cell down, and then start again from the top). There's a handy Replace function too - tell Final Data what you're looking for and what you'd like it changed to, and let it do the rest.

Sorting is another option with curious flexibility. As you'd expect, you can sort data either ascending or descending based on a particular field (column), but Final Data also allows you to sort the data in rows. This allows you to sort on non-adjacent columns or multiple columns, each of which may have different sorting criteria.

To be of any use, a database must be able to produce useful output. For a mailing list this may be labels, for a stock inventory this may be a printed report.

Printing problems

A report looks similar to what you see on screen. Data is arranged in rows and columns, and as many columns will print as your printer will allow. This can be a problem if your database requires many fields or just very wide columns, as you may not be able to print the entire report. A little more flexibility here could avoid some problems. Label output compensates for some of the reports' shortcomings. There's a lot more flexibility here; you can set the amount of labels across and down per page, label width and height, which columns to output and the layout of the columns on the label.

ARexx integration

There's an ARexx port and a comprehensive set of commands, a very welcome addition. The ARexx commands let you produce macros and easily integrate Final Data with other applications. You can create an entire database based on data from another application, or pull data out of an existing database, manipulate it, and paste it into something like Professional Page or a spreadsheet program. This is an extremely useful feature; if you're not presently versed in

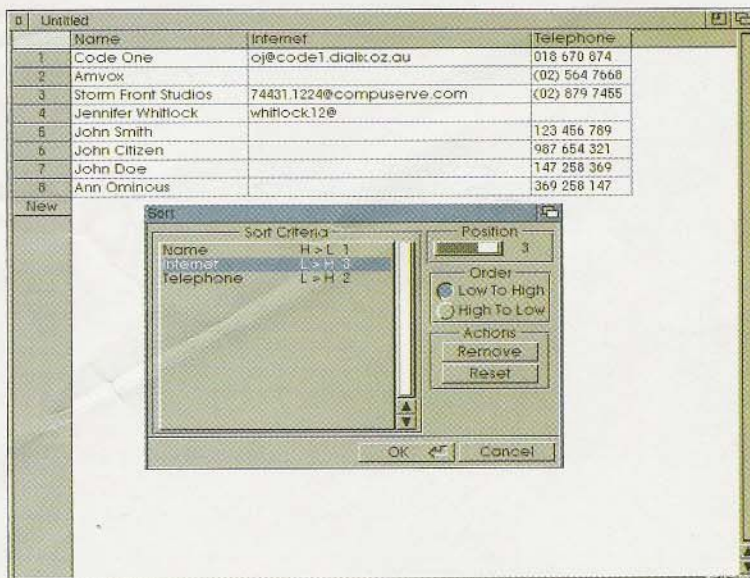
Arexx, this may be enough to make you want to start learning.

What is there not to like about Final Data? Very little. The interface may be unusual but it's still very comfortable. The only major fault of is that if you create a file with many fields, each record stretches horizontally past the edge of the screen. It's awkward not being able to see the entire record at once time, and this also requires some pre-planning when printing reports.

Unlike many other database packages, there's no option for including special data. There's is no way of incorporating digitised photographs or sounds.

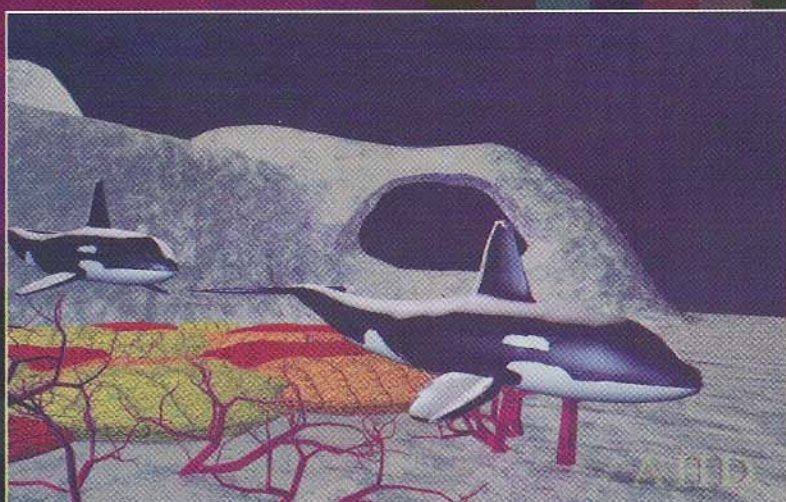
These problems aside, Final Data is a useful, easy to use piece of software. It has borrowed some of the best parts from various other applications, including word processors and spreadsheets, but this is A Good Thing. Users of other Softwood software will feel very comfortable with the interface, and recognise almost all of the requesters immediately.

Distributed by Quasar. Ph. (03) 583 8806. RRP. 119

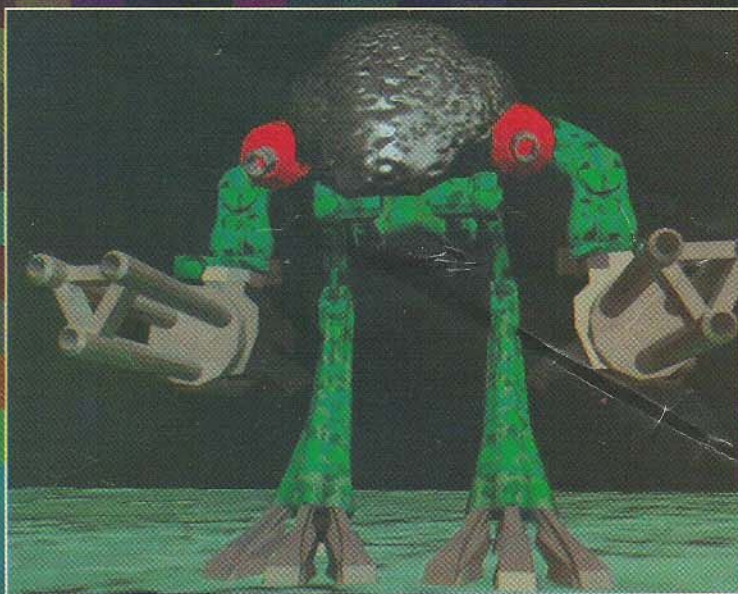




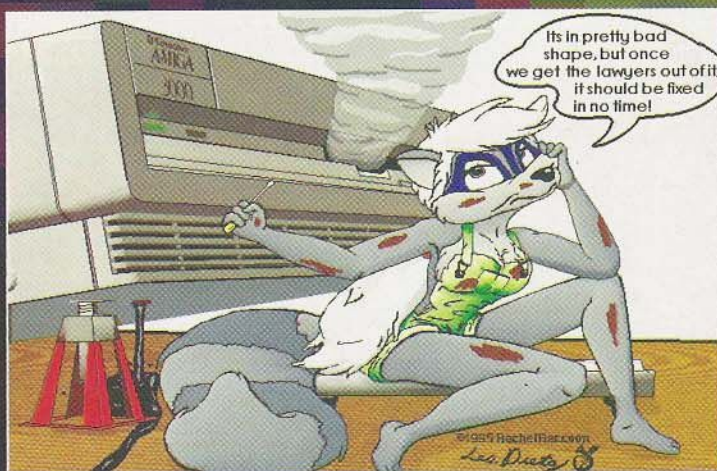
If you want to send us a picture, send a disk to PO Box 288, Gladesville NSW, 2111 - or modem the file to us on (02) 879 4236. Please include your name, telephone number and how you created the image, in a text file.



768 by 482, 24 bit. By Andrew Denton.



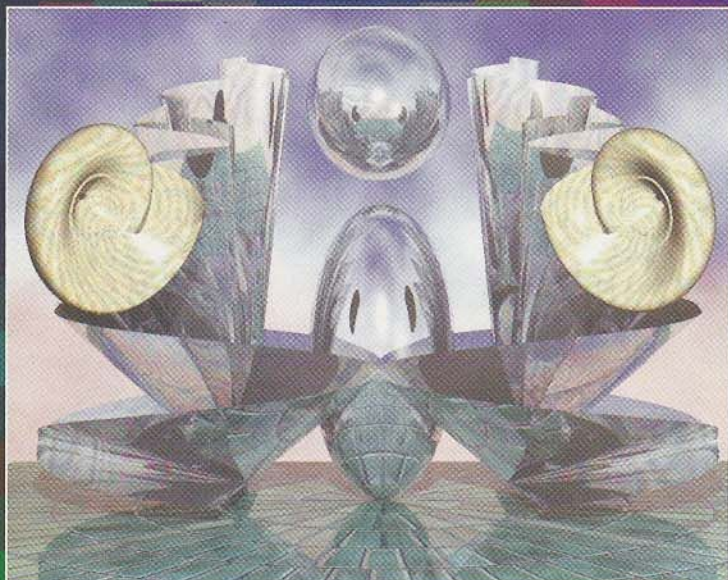
640 by 512, 24 bit.



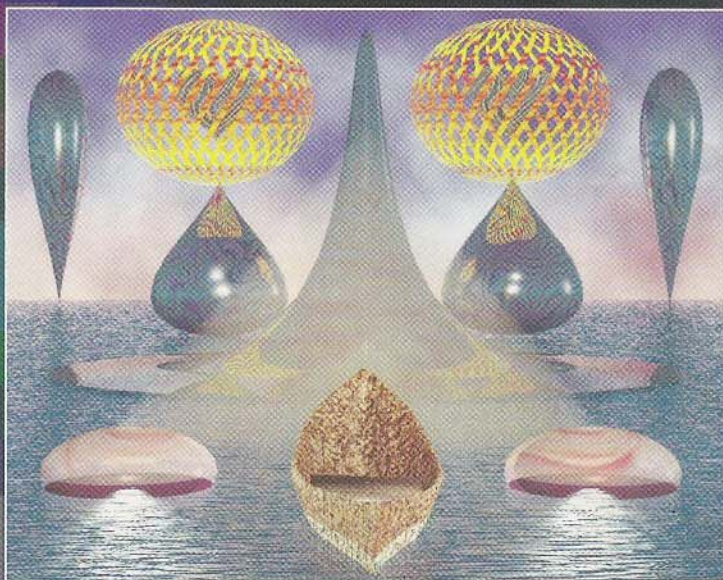
704 by 451, 24 bit. Created using DPaint 4 and Imagine.
By Leslie Dietz.



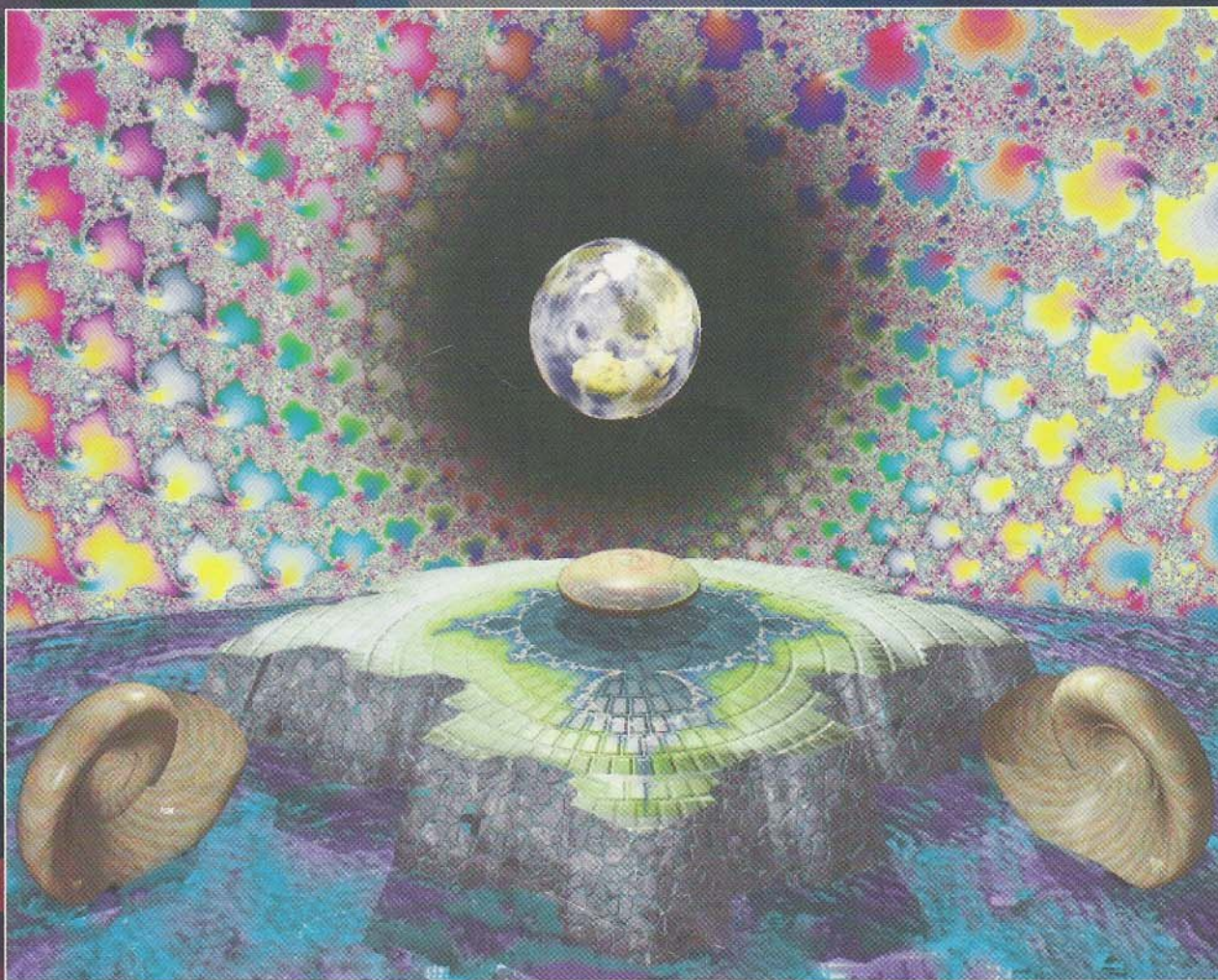
752 by 480, 24 bit. By Andrew Denton.



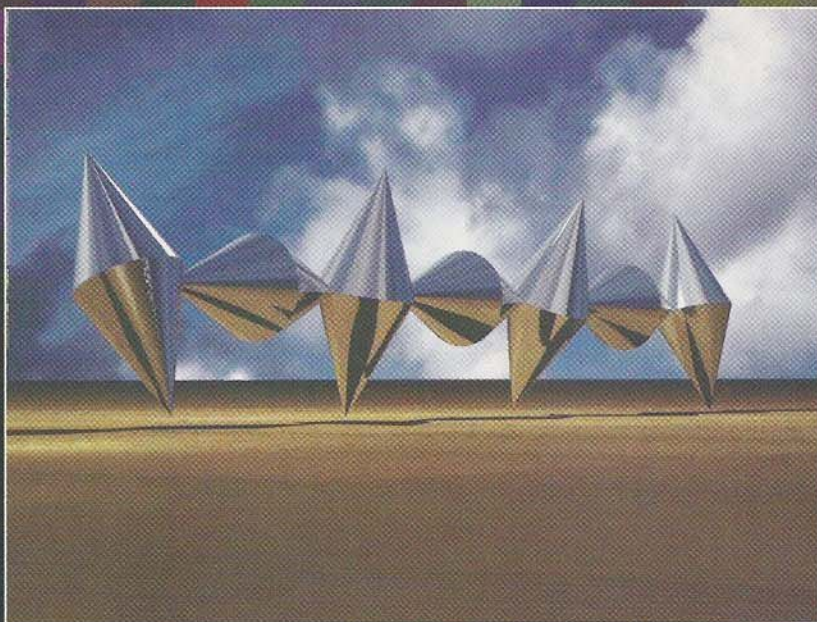
704 by 562, 24 bit. By Bob Eason



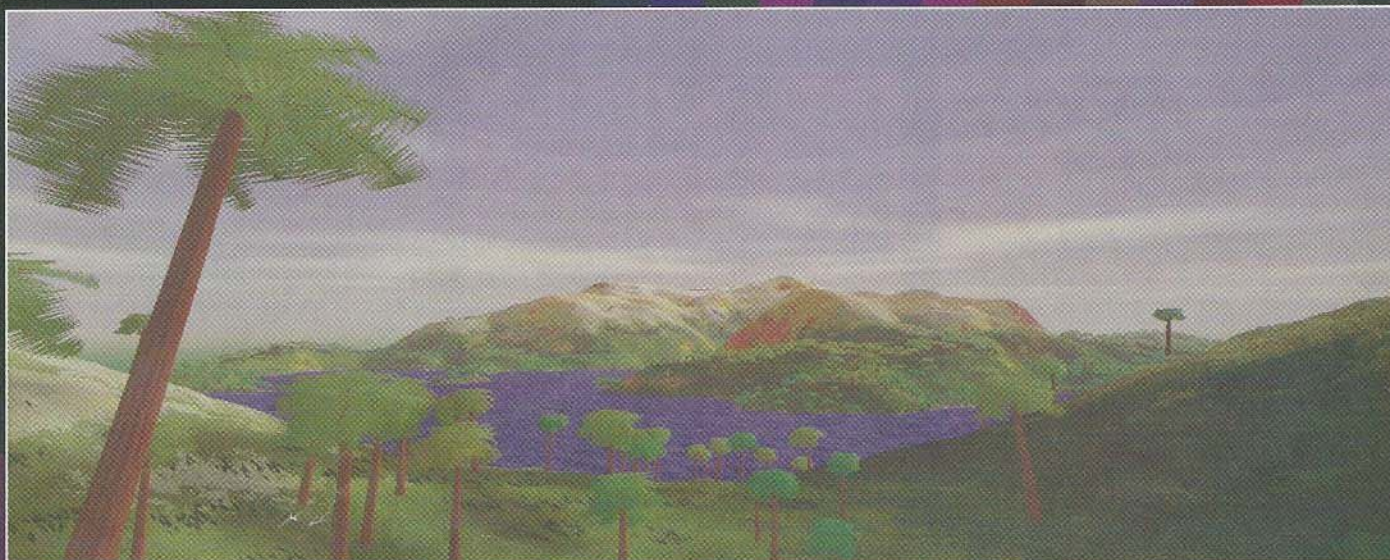
704 by 562, 24 bit. By Bob Eason



704 by 562, 24 bit. By Bob Eason



800 x 600 24 bit IFF image generated with Real 3D v2.49.



1280 x 512 HAM8 image created using Vista Pro 3.



1280 x 512 HAM8 image created using
Vista Pro 3 & Deluxe Paint IV.

EMERALD *Creative*



PICASSO II

\$699

- Graphics board for all Amiga's with Zorro-Bus (Amiga 2000, 3000 and 4000)
- Workbench driver to retarget all programs and WB to the Picasso
- Up to 1600 x 1200 in 256 colours and up to 800 x 600 in 16.7 million colours
- Drivers for most graphic programs such as ADPro, ImageFX, IM, Real 3D
- Comes with TVPaint Junior, one of the best 24bit paint programs around
- One monitor solution, so no more plug/unplugging cables
- Screen promoter, draggable screens, fast operation, and easy installation

Pablo

Get video output from your Picasso II with this video module. Plugs directly onto the Picasso II.

Add \$199

The New Grolier Encyclopedia

Still only \$99

What more can we say?

LARGE RANGE OF ART, PD & GAMES CDS



New CDs

Meeting Pearls II, Light ROM 2, 3D Arena, Fresh Fish 9, Fresh Fonts 2, Hottest 5 Professional, Texture Gallery. Call for pricing.



PhotoworX

This is the ultimate Photo to CD software you can buy for your Amiga. Don't settle for slow and featureless converters!

Only \$99

Super Bargain



Squirrel SCSI

Add SCSI to your A600/A1200 with the Squirrel SCSI 2 interface, which plugs into your PCMCIA slot. Can also run most CD³² games!

Only \$135

Our Policies

Free shipping on ALL orders within Australia!

Please call for current rates to New Zealand. Orders received before 2pm shipped for next day delivery where available.

Trading Hours:

8:30 am - 5:30 pm Monday - Friday
10:00 am - 1:00 pm Saturday

Postal Address:

P.O. Box 33
Southland, Victoria 3192

Shop Address:

Shop 3 / 268 Balcombe Road
Mentone, Victoria 3194

Payments: We accept Visa, Mastercard, Bankcard, Personal and Bank Cheques. Please make cheques payable to Emerald Creative. If paying by credit card include expiration date and billing address.

VRL Bundle



only \$159

This great value bundle is still available for only \$159. Get the superb collection of Vista Pro 3, MakePath, Terraform and Distant Suns 5. All are complete, full versions. You will not find this deal anywhere else at this extremely low price!

CD³² Games

Alien Breed: Tower Assault, Super Stardust, Flink, Vital Light, Arcade Pool, Benefactor, UFO, Marvin's Marvellous Adventure, The Labyrinth of Time, Impossible Mission, Cannon Fodder, Ultimate Body Blows, Gunship 2000, Pirates, Kid Chaos, Pinball Illusions, Guardian, Superfrog, Darkseed, Beneath a Steel Sky, and much more!

RING FOR CATALOGUE!

CD Titles

17Bit Collection (2 Disks)	\$ 94.00
17Bit The Continuation	\$ 49.00
17Bit Phase 4	\$ 49.00
Amiga Animation	\$ 50.00
Amiga Desktop Video CD	\$ 45.00
Amiga Giga Graphics (4 CDs)	\$ 90.00
Amiga Raytracing Vol 1 or 2	\$ 55.00
Amiga Tools	\$ 55.00
Aminet 2	\$ 35.00
Aminet 3, 4 or 5	\$ 45.00
Aminet Set 1 (4 CDs)	\$ 99.00
AMOS PD CD	\$ 55.00
Assassins: Ultimate Games	\$ 49.00
Boris Vallejo Fantasy Art	\$ 55.00
CAM (2 CDs)	\$ 59.00
CD Exchange Vol. 1	\$ 45.00
CDPD Vol. III or IV	\$ 55.00
CD Sounds Terrific (2 discs)	\$ 65.00
Clipmaster Pro CD	\$ 99.00
DeskTop Bookshop	\$ 45.00
Demo Collection I or II	\$ 69.00
Demomania I	\$ 40.00
Euroscene 1	\$ 45.00
Fractal Frenzy	\$ 40.00
Fresh Fish (latest release 2 CDs)	\$ 45.00
Freshfonts	\$ 19.00
Gamers Delight	\$ 75.00
GIFs Galore	\$ 40.00
GoldFish 1 or 2	\$ 50.00
Grolier Electronic Encyclopedia	\$ 99.00
Hottest 4 Professional	\$ 60.00
Imagine CD v2.0	\$120.00
Imagine 3 Enhancer	\$160.00
Insight: Dinosaurs	\$ 89.00
Insight: Technology	\$ 89.00
La Femme Venus	\$ 45.00
Lechner Collection	\$ 60.00
Light ROM	\$ 90.00
Lock 'n' Load	\$ 59.00
LSD Compendium: Vol 1 or 2	\$ 49.00
Media Clips bundle (10 CDs)	\$ 65.00
Meeting Pearls	\$ 45.00
Multimedia Toolkit	\$ 50.00
Network CD	\$ 45.00
Olivia De Berardinis: The Art of Olivia	\$ 55.00
Olivia De Berardinis: Exotica-Rom	\$ 55.00
Pandoras CD	\$ 24.00
Power Games	\$ 45.00
Publishers Dream CD	\$ 65.00
SFX on CD-ROM	\$ 45.00
Space and Astronomy	\$ 45.00
Spectrum Emulator CD	\$CALL
Syndesis: Avalon	\$ 85.00
Syndesis: CD-ROM II	\$155.00
Textures Volume 1	\$ 45.00
Ultimedia I or II	\$ 50.00
Utilities Professional 1-1500	\$ 60.00
Weird Science Anims. (2 CDs)	\$ 60.00
Weird Science ClipArt	\$ 45.00
Weird Science Fonts	\$ 45.00
Weird Science Sounds Terrific (2 CDs)	\$ 65.00
Word Construction Set	\$ 69.00

**Toll Free
Order Hotline**

1 800 639 273

For Customer Service and Enquiries Please Call (03) 585 2055

Orders and Enquiries may be Faxed to (03) 585 1074

EMERALD *Creative*

Utilities

Cygnus Ed Professional V3.5	\$109.00
Directory Opus 5	\$129.00
DirWork 2	\$ 85.00
Disk Expander	\$ 69.00
Final Copy II	\$119.00
Final Writer Release 3	\$170.00
Gigamem	\$110.00
Maxon Magic Screen Saver	\$ 69.00
OS 3.1 (Amiga 500/2000)	\$165.00
OS 3.1 (Amiga 1200)	\$210.00
OS 3.1 (Amiga 3000)	\$210.00
OS 3.1 (Amiga 4000)	\$210.00
PC-Task 3	\$129.00
Pegger	\$115.00
Pegger II	\$125.00
Pen Pal	\$ 69.00
Personal Fonts Maker	\$ 99.00
Personal Write 4	\$ 49.00
Plants for all Seasons	\$ 70.00
PowerCopy 3.03a	\$ 44.00
Print Studio v2	\$ 89.00
Proper Grammar II	\$ 89.00
ProText V6	\$269.00
Studio II	\$ 99.00
Termite	\$ 69.00
Wordworth 3.1	\$129.00
Wordworth 3.1SE	\$ 99.00
X-Copy Professional	\$ 50.00

Business Software

Arena Accounts	\$200.00
Cashbook Combo	\$150.00
Datastore	\$119.00
Day By Day	\$ 69.00
DG Calc	\$ 99.00
Digita Home Bundle	\$129.00
Easy Ledgers II	\$399.00
Final Data	\$119.00
IOQ	\$ 99.00
Mini Office	\$ 99.00
Money Matters V3	\$ 99.00
Organiser	\$ 99.00
Superbase Pro 4 V1.3	\$339.00
System 3	\$ 79.00
System 3E	\$ 99.00
TurboCalc v2.0	\$149.00

Childrens & Educational

ADI English 11-12, 12-13, 13-14	\$ 49.00
ADI French 11-12, 12-13, 13-14, 14-15	\$ 49.00
ADI JNR Counting 4-5, 6-7	\$ 49.00
ADI JNR Reading 4-5, 6-7	\$ 49.00
ADI Maths 11-12, 12-13, 13-14, 14-15	\$ 49.00
Answerback Fact500 Math	\$ 49.00
Answerback Fact500 Spelling	\$ 49.00
Answerback Junior, Senior (12+)	\$ 49.00
French Mistress	\$ 49.00
FunSchool 4 under 5, 5-7, 7-11	\$ 49.00
FunSchool Special: Merlin Math	\$ 49.00
FunSchool Special: Paint/Create	\$ 49.00

FunSchool Special: Spelling Fair	\$ 49.00
German Master, Italian Tutor	\$ 49.00
Italian Tutor	\$ 49.00
Kid Pix	\$ 59.00
Maths Adventure	\$ 49.00
Megamaths	\$ 49.00
Micro English, French, German	\$ 49.00
Micro Maths, Science, Spanish	\$ 49.00
Noddy's Big Adventure	\$ 59.00
Noddy's Playtime	\$ 59.00
Primary Maths (3-12)	\$ 49.00
Reading/Writing (3+)	\$ 49.00

Graphics & 3D

Adorage 2.0	\$195.00
Alternative Textures 3D Vols. 1 or 2	\$ 99.00
Brilliance 2	\$ 99.00
Clarissa	\$195.00
Deluxe Paint 5	\$ 99.00
Essence V2 Vol. 1 or Vol. 2	\$139.00
Imagine 3 OEM	\$269.00
Lightwave 3D 3.5 PAL	\$899.00
Magic Lantern II	\$139.00
Map Studio (Vols. 1-6)	\$ 59.00
Personal Paint 6.1	\$ 99.00
Photogenics	\$130.00
PhotoworX	\$ 99.00
Pixel 3D Pro	\$150.00
Real 3D Classic	\$150.00
Real 3D V2	\$799.00
Scenery Animator 4	\$ 89.00

Image Processing

Art Department Professional 2.5	\$260.00
ADPro: Epson Scanner Software	\$195.00
ADPro: MorphPlus	\$230.00
ADPro: MultiFrame	\$125.00
ADPro: Pro Conversion Pack	\$ 79.00
ADPro: Scanner Drivers	\$CALL
Image FX V2	\$399.00
Migraph OCR Software	\$ 99.00
True Print 24	\$ 89.00

Multimedia

Helm	\$150.00
Scala Background Vol. 2 or Vol. 3	\$ 85.00
Scala Echo EE100	\$285.00
Scala Hometitler HT100	\$129.00
Scala MM400	\$440.00
Scala Sunrise EX	\$189.00
Scala VCR Pack	\$169.00
The Ginseng Collection	\$ 49.00

Programming

Amos 3D	\$ 65.00
Amos Professional Compiler	\$ 70.00
CanDo 2.5	\$209.00
DevPac 3	\$139.00
DICE 3.0	\$199.00
Easy Amos	\$ 50.00

Gamesmith	\$199.00
Hisoft Basic 2	\$150.00
Hisoft Extend	\$ 79.00
Hisoft Pascal	\$199.00

DTP & Design

PageStream V3	\$399.00
Provector	\$CALL
TypeSmith 2.0	\$169.00
TypeSmith 2.5	\$209.00
XCad 2000 OEM	\$180.00
XCad 3000	\$450.00

Music

Bars & Pipes Professional	\$399.00
B&P: Creativity Kit	\$ 69.00
B&P: Internal Sounds	\$ 69.00
B&P: MultiMedia Kit	\$ 59.00
B&P: Music Box A or Music Box B	\$ 69.00
B&P: Pro Studio	\$ 69.00
B&P: Rules for Tools	\$ 72.00
Deluxe Music V2	\$149.00
Megalosound Digitiser	\$ 99.00
One Stop Music Shop	\$CALL
ProMIDI Interface	\$ 69.00
Super Jam V1.1+	\$159.00
SynchPro	\$CALL
The Music Librarian	\$ 69.00
The PatchMeister	\$119.00
Triple Play Plus	\$CALL

Virtual Reality Labs

Distant Suns V5.0 *	\$ 84.00
Makepath *	\$ 49.00
Terraform *	\$ 49.00
Vista Pro Lite	\$ 69.00
Vista Pro V3 *	\$ 94.00
VRL Bundle (products marked *)	\$159.00

Rombo Digitisers

Megamix Master	\$ 99.00
Vidi Amiga 12	\$179.00
Vidi Amiga 12RT	\$349.00
Vidi Amiga 24RT	\$499.00

Bruce Smith Books

A1200 Insider Guide	\$ 39.00
A1200 Next Steps	\$ 39.00
Amiga Disks and Drives	\$ 39.00
Assembler Insider Guide	\$ 39.00
Mastering Amiga AReXX	\$ 49.00
Mastering Amiga DOS 2 Vol. 1	\$ 49.00
Mastering Amiga DOS 2 Vol. 2	\$ 49.00
Mastering Amiga DOS 3 Ref. A-Z	\$ 49.00
Mastering Amiga DOS 3 Tutorial	\$ 49.00
Mastering Amiga Printers	\$ 49.00
Mastering Amiga Scripts	\$ 49.00
Secrets of Frontier Elite	\$ 29.00
Workbench 3 A-Z Insider Guide	\$ 39.00

**Toll Free
Order Hotline**

1 800 639 273

For Customer Service and Enquiries Please Call (03) 585 2055

Orders and Enquiries may be Faxed to (03) 585 1074

Subscriber Info

If you live in a remote area, find it difficult to locate a copy of Amiga Review locally, or would like to save a bit off the regular cover price, subscribe. However, please note that despite considerable effort, we can't guarantee subscriber copies arrive before newsagent copies.

Amiga Review usually comes off the press on a Friday. We get our subscriber copies on Monday. They're delivered to a mailing house for processing and are lodged with Australia Post Wednesday morning. By then, the newsagent copies which were

trucked out on Monday and then sent Tuesday night to newsagents are already on sale. Now comes the real battle. Australia Post takes anything from days to over a week. One subscriber told us recently that a friend one suburb away got his mag a week later. It seems the only way to get sub copies in sooner is to print the magazine sooner and actually hold back the newsagent copies. We'll keep you posted, so to speak. If you have a question about your subscription, call Madeline on 1 800 252 879.

FREE Reader Classifieds

For Reader Classifieds see pages 58-62

Yes, I want to take advantage of Andrew Farrell!
Give me some FREE space in Amiga Review and fill it with the following words:

.....
.....
.....
.....
.....
.....
.....
.....
.....
.....

Run until notified ☐ Run once ☐

Send to: Amiga Review Reader Classifieds,
PO Box 288, Gladesville 2111 or
Fax: (02) 879 4236

A D I N D E X

Amadeus	40,41	Image Domain	47
Amiga Nuts	66	JEC Computers	66
Amiga Tech	35	Leejan Enterprises	66
Amitar Home Comp.	35	Megabyte Computers	47
Brunswick	66	MVB	6, 7
Code One	66	Nat Tech	OBC
Computer Affair	IBC	Oracle	47
Computer Man	49	Pelham	66
Compuparts	47	Prime Artifax	70, 71
Computer Magic	49	Quadrant	66
Desktop Utilities	49	Quasar	5
Disk O Tech	37	Scarlet	66
Don Quixote	9, 56	Shareware Access	37
Emerald	78, 79	Sigmacom	1, 2
Fat Agnus	66	Small Business Soft.	25
Fonhof	35	Tri-Logic	66
House of Computers	66	Unitech Electronics P/L	13
		Vallhalla	66

The future of Amiga

Now that Amiga Review is bigger, we're looking for writers. Even if you've written for other Amiga magazines, we promise to give you a chance!

Plain English explanations, in an entertaining style, offering intelligent information on getting more out of the Amiga are preferred.

Any wordprocessor format is acceptable, although straight ASCII is preferred. IFF images should include captions in a separate text file (or on

the end of the main text file). You can forward your contributions on disk or modem them to us by calling (02) 879 7455 first and then, once okayed, ringing back on our modem line on (02) 879 4236. Alternatively, send them to The Editor, Amiga Review, PO Box 288, Gladesville 2111.

We pay for contributions, at \$100 per 1,000 words. Please don't send your original disk, as we cannot guarantee safe return.

o o o

Computer affair

BUREAU SERVICES

- * 24Bit Colour Image Scanning
- * Amiga CD-ROM Mastering
- * 3D Rendering & Animations

We can produce 2D & 3D Graphics and Animations for your Desktop Video & Multi-Media requirements.

LightWave 3D Version 4.0

The best just got better!

\$1299

The new version of this fabulous 3D Animation and Rendering package is now available for Amiga or PC. Includes many new features too many to list. Come in for a demo today.

New Releases

Deluxe Paint V	\$169	Dos 3.1A1200	\$210
Image FX v2.0	\$399	Dir Opus v5	\$139
CrossMAC	\$179	HiSoft Basic2	\$150
DICE C Complr	\$199	HiSoft Pascal	\$199
Helm -MultiM	\$150	HiSoft Aura	\$229
Emplant 586DX	\$249	HiSoft DevPac	\$139



Sparks \$199 Forge/Essence \$149

Accelerators A1200

Cobra 030EC	40Mhz	\$449
Mongoose 030	50Mhz	\$699
Ferret SCSI-2 Option		\$199
Pyramid TRA020/28		\$249

Accelerators A3/4000

Warp Engine	28Mhz	\$1699
Warp Engine	40Mhz	\$2299

SCSI Interfaces

Squirrel A1200/A600	\$179
DataFlyer A1200/A4000	\$199

CD-ROMs

NEC CDR-25 SCSI	\$299
Sony CDU55S Internal	\$499
Zappo PCMCIA Drive	\$599

Hard Drives

3.5" Fast SCSI-2		
270MB	\$360	365MB \$399
540MB	\$499	730MB \$599
3.5" IDE for A4000		
270MB	\$299	428MB \$399
545MB	\$450	720MB \$499
2.5" IDE for A1200		
260MB	\$399	340MB \$499
450MB	\$669	524MB \$789

Floppy Drives

3.5" A500 Internal	\$150
3.5" A2000 Internal	\$150
3.5" A1200 Internal	\$150
3.5" A4000 HD Intl	\$249
3.5" HD External	\$279

Emulators

Amax II Mac Classic	\$299
Emplant Mac Deluxe	\$799
Emplant 586DX Optn	\$249

Modems

Maestro 144FM	\$399
Maestro 288FM	\$499



Bernoulli 230MB .. \$1199
230Mb Cartridge .. \$250



Supra Turbo 28MHz
A500/A2000 .. \$350

InterNet Starter Kits

Start Surfing on the Net with our Starter kit. Call for Details!



Primera

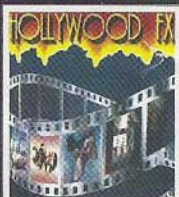
Dye Sub Colour

\$1299



WaveMaker \$350

3D Animation GUI for LW



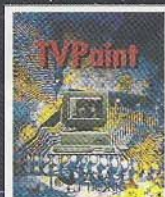
Hollywood fx \$399

Generate exciting 3D effects.



Pixel 3D Pro \$299

3D Modeling Simply & Automatically



TVPaint \$399

Ultimate 24bit Paint Program! EGS, Picasso etc



RocGen Plus Genlock \$299

Lightwave Accessories

Anim Workshop 2, Forge 2, Pixel 3D, Power Macros, Sparks, Pegger, Magic Lanten, Surface Pro, Diner, Sports, Odds & Ends, Humanoid, Cathedral, Wedding Jurassic, WaveMaker, LightROM CD

Lightwave Videos

Set of 5 Instructional Videos	\$299
Pro Flying Logos Video	\$69

We stock an extensive range of CD32, CDTV & CD-ROM titles.



337 Penshurst St
Willoughby 2068
Tel: 02-417-5155

Mon-Fri 9:30-18:00 Sat 9:30-13:00

AlfaData

Available in Australia & NZ from Natdisc.

Bringing you
Affordable
Quality
Hardware

Quality Scanners - Below \$700



AlfaScan 800 \$349

Hi Res 800 dpi 256 grey scale hand held scanner. Includes OCR and Merge It touch up Software.



AlfaColour \$699

Quality 400 dpi 256,000 full colour hand held scanner. Includes OCR and Merge It touch up Software and printer pass through.



Neptune - Genlock from Electronic Design.
Features Include:
Alpha channel, semi-transparent keying, Automatic faders, Software & Manual controls, Overlay Graphics, text & effects, Cut Digitize Suit PC.

\$1295

TBC - Enhancer from Electronic Design.

Features Include:
Noise Filter, Sharpness Control, Colour, contrast, luminance & tint enhancer, Digital Sound, Perfect images, no jitter, Copy protect decoder, Studio black burst Comp.



\$1649

SCSI 2 OKTAGON 2008

Zorro II, SCSI 2 card with RAM expansion - up to 8Mb.

\$299



Tandem IDE Drive Controller

Internal CD ROM & IDE drive controller. Now includes CD32 support.

Suits A2/3/4000. Suits most IDE drives including Syquest IDE removables.

\$169



MULTIFACE CARD

A High speed Serial port to take advantage of the V.34 modems plus a high speed Parallel port to speed up printing.

\$199



EMPLANT

EMPLANT Mac	\$799
EMPLANT PC	\$999
EMPLANT 586 Upgde	\$199
EMPLANT AMIA	\$119

Mice Trackball & Optical PenMouse

\$65.95



MEGAMOUSE

Quality 400 dpi Optical-mechanical mouse..

\$39.95



AlfaOptic

Quality 300 dpi Optical mouse. Includes Mat.



MouseMaster

A simple Automatic Mouse/Joystick switch for Amiga



AlfaPower

Integrated IDE Hard drive controlere & RAM card for A500/500+
Up to 8MB fast DRAM zips
Holds 1X 3.5" or 2X 2.5" drives

\$229.00



AlfaDrive

Quality external 3.5" Slimline FDD

\$169.95



CD ROM Drives

Suit A2/3/4000 inc S/W \$549
Sony 2XSpin MPEG Compat \$599

Video Cards

GVO TBC from \$1295
ED YC Genlock \$699

Monitors

Multiscan monitor \$399
NEC 3D \$499
1942 multiscan \$695

Mail Order: Natdisc, PO Box 343 Cronulla NSW 2230
Information: (02) 544 1874 - for your nearest dealer
BBS (02) 544 1248. Fax: (044) 739 222
Orders Outside Sydney FREE call 008 622 389

All products available from your local Amiga Dealers
Dealer Enquiries - Call Natdisc 044 738 862